



COVERS NINTENDO DS™

BASED ON A GAME
RATED BY THE
ESRB 10+

SQUARE ENIX.

Written by Michael Lummis
and Michael Owen



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DRAGON QUEST V

Hand of the Heavenly Bride

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Our Quest Begins

Another *DRAGON QUEST* classic returns on the Nintendo DS. *DRAGON QUEST V: Hand of the Heavenly Bride*

is one of the most popular games in the *Dragon Quest* series, although many western players missed out on its early releases. Now you can play the game in full, with an amazing translation and new content. There's a bonus mini-game (Bruise the Ooze) and you get more monster choices than ever! Many of the best creatures in the game join your ranks if you work hard enough at it and there are some fun creature additions from later games in the series too. Even if you've played *Dragon Quest V* before, it's worth starting a new game and seeing what has changed. And if you haven't played *Dragon Quest V* already, why are you waiting?

This book takes you through a guided tour of the game, in all of its splendor and polish. Don't miss any monsters or treasure. Learn the best tactics to complete the game as early (or as late) as you want. Complete your collection of knick-knacks, level like a pro, and gamble to your heart's content.

This guide shows you where all of the recruitable monsters are found, plus it helps you gather them as you go. There's also a chapter on how to use your monsters. Characters are discussed in great detail, with attribute graphs, equipment restrictions, and a tactical description for each. If you like using a sensible plan for victory instead of brute force leveling, you'll be very happy. Even if you don't, it's always nice to have a backup plan!

The walkthrough takes great care to help you find every item in the game. Some treasure chests are out of the way and it's easy to miss useful weapons and armor. The guide also lists all of the enemies in each area, which makes it easier to know what you're looking for and how long to fight if you're recruiting monsters or filling out your Big Book of Beasts.

Let's begin!





We Meet Our Heroes

This chapter explains the story of *Dragon Quest V: Hand of the Heavenly Bride* and the central characters who you meet. It's time to learn about our hero, his family, and his friends.

The Story

The earthly realm is troubled by a coming storm. Deep in the heart of Nadiria, where the demons dwell, a wicked creature is building an empire. The Zenith Dragon is supposed to protect the earthly realm from these dark influences, but no one has seen the Dragon in many years. And what of the heavenly realm and its people? The Zenithians remain quiet. Who remains to defend the good people of the world?

In the middle of everything is one family: a boy and his father. What can they do to change the fate of the world? These two come from the rural town of Whealbrook, where trouble seems miles away.

CHARACTERS

The Hero

Our hero is a young, courageous man. He travels with his father, Pankraz. The two of them go where they are needed, helping friends and strangers alike. Although Whealbrook is their home, the two spend considerable time away.

As he grows, the hero becomes a master of arms, skilled in the use of swords, boomerangs, and heavy armor. He's a champion on the field of battle, but he also learns how to heal others and cure poisons. One day he may even learn how to raise the dead!

The hero is always a part of your party. He's one of the toughest characters in the game and his high attributes ensure that you won't be disappointed. Invest in weapon and armor upgrades as soon as possible, and try to keep your hero outfitted at least as well as everyone else in the party. Other characters come and go, as do monsters (as they are replaced by even stronger allies), but your

hero is always there. He's one of the best characters to upgrade with permanent items (such as seeds of resilience).

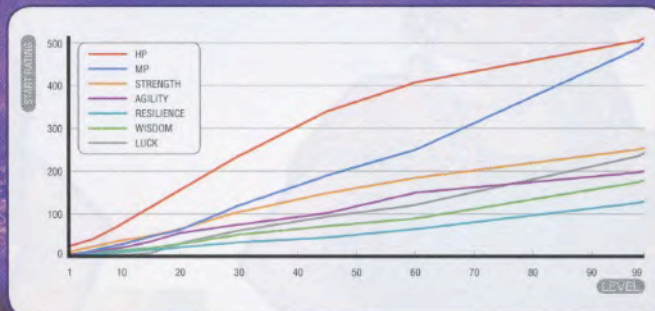


Ability List

ABILITY	LVL LEARNED	COST	DESCRIPTION
Heal	4	3 MP	Restores at least 30 HP to a single ally
Squelch	6	2 MP	Cures a single ally of the effects of poison
Woosh	8	2 MP	Slices through a group of enemies with a small whirlwind (deals 8-24 damage)
Buff	9	2 MP	Raises the defence of a single party member
Midheal	11	5 MP	Restores at least 75 HP to a single ally
Peep	12	3 MP	Analyzes items and treasure chests
Evac	14	8 MP	Exit instantly from dungeons, caves, and towers
Swoosh	16	4 MP	Slices through a group of enemies with a powerful whirlwind (deals 25-55 damage)
Absorb Magic	18	2 MP	Absorbs the MP of an incoming spell
Fullheal	22	7 MP	Restores all HP to a single ally
Zing	25	10 MP	Occasionally resurrects a fallen ally with half HP restored
Kerplunk	28	All MP	Sacrifice caster's life to resurrect all other party members
Kaswoosh	32	8 MP	Slice through a group of enemies with a ferocious whirlwind (deals 80-180 damage)
Zoom	Event-based	8 MP	Returns instantly to various previously-visited locations (doesn't work when underground or inside dungeons)
Hocus Pocus	Event-based	20 MP	Take a chance with Lady Luck! Only she knows what will happen (random effect)

Attribute Progression (Beginning Stats)

LEVEL	1	MAX MP	0	RESILIENCE	3	ATTACK	13
EXP	0	STRENGTH	11	WISDOM	6	DEFENCE	7
MAX HP	24	AGILITY	5	LUCK	4		



PLAYING AS YOUR HERO

Your hero is a major damage dealer, capable of bringing down bosses better than almost any other character or monster in the game. At relatively low levels, you have access to boomerang weapons, which give your hero the chance to wound entire groups simultaneously. Keep these weapons as long as possible for use in random encounters, but switch them out for higher, single-target damage weapons during the start of boss fights.

...your hero brings down the wounded targets.

Boomerang weapons eventually fall by the wayside (as there are only a few of them in the game). Eventually, the upgrades to your hero's damage ability are so high that it's worth giving up the ability to hit entire groups. Instead, your hero becomes the finisher; other party members wound groups while your hero brings down the wounded targets.

Later in the game, when boomerangs aren't the best option anymore, your hero can still fight groups with his wind magic. The Woosh spell hits groups without spending too much MP, and by the time you need to use these spells you should have a large pool of MP to draw upon. Also, you start getting more healers in the group, so your hero isn't needed much as a healer. Use Swoosh and Kaswoosh to lay down major damage against your opponents early in a fight.

Knowledge of single-target healing spells prevents your hero from being a one-trick pony. Early in the game, you can rely on the hero to keep other party members alive. Late in the game, when enemies start to outstrip single-target healers, the hero becomes more of a backup healer, someone who heals after combat is over.



For boss fights, equip your hero with a high-damage, single-target weapon. Use abilities like Oomph or items such as Paxe Punch to double your damage. This lets your hero do the work of two characters, felling creatures with record speed.

The hero also gets a few support spells. Eventually, he is able to use Zoom and Evac (to fly around the world to places you've already visited and to exit dungeons, respectively). Although seemingly bland spells compared to combative magic, it's nice to have access to them. Life gets a lot better once you have Zoom, as this spell makes it much easier to get around the world and hunt for treasure and rare monsters.

Your hero's ultimate final attack is Kerplunk. This spell automatically KO's your hero, but it raises and fully heals everyone else in the party. You can then bring your hero back to life with someone else's Zing/Kazing spell (or by using Yggdrasil leaves). Only do this when your back is against the wall and a boss fight looks like it's about to wipe out your entire party.

Weapons

NAME	ATTACK
Cypress stick	2
Bamboo spear	5
Oaken staff	9
Copper sword	13
Boomerang	15
Iron staff	22
Edged boomerang	25
Chain whip	28
Lightning staff	29
Steel broadsword	33
Pankraz's sword	40
Serpent sword	42
Cautery sword	45
Dream blade	55
Flametang boomerang	65
Staff of resurrection	66
Siren sword	70
Zombiesbane	80
Dragonsbane	90
Miracle sword	100
Metal king sword	130
Dragon staff	125
Flail of destruction	125

Shields

NAME	DEFENCE
Leather shield	4
Scale shield	7
Bronze shield	11
Iron shield	16
Magic shield	22
Dragon shield	30
Tempest shield	35
Flame shield	40
Power shield	45
Ogre shield	48
Silver shield	55
Shimmering shield	65
Metal king shield	70
Ruinous shield	--

Helmets

NAME	DEFENCE
Leather hat	2
Hardwood headwear	6
Fur hood	11
Iron helmet	16
Iron mask	25
Crown of Uptaten	30
Thinking cap	40
Great helm	45
Sun crown	60
Metal king helm	70

Armour

NAME	DEFENCE
Plain clothes	4
Serf wear	5
Wayfarer's clothes	7
Leather armour	11
Scale armour	15
Bronze armour	21
Iron armour	25
Full plate armour	30
Silver mail	40
Powjamas	40
Dragon mail	50
Magic armour	60
Flame armour	70
Sacred armour	75
Mirror armour	80
Pallium Regale	90
Metal king armour	95

Accessories

NAME	ATTRIBUTE EFFECT
Crude image	Luck +15
Meteorite bracer	Agility x2
Kamikazee bracer	--
Elfin charm	--
Circle of Fire	--
Circle of Life	--

Saber

Sabrecats aren't known for their gentle dispositions, but it's possible to earn a sabrecat's loyalty. If someone raised a sabrecat from an early age, that sabrecat would stay loyal even in adulthood.

These monsters aren't very deadly against enemy groups, but they do perform well when using single-target damage. Using fang and claw weapons, great sabrecats wound and finish off their foes. Later in the game, these creatures become more interesting. The inclusion of a crowd control ability (War Cry makes it possible for great sabrecats to disrupt enemies' attacks). Even better, these monsters learn how to use Disruptive Wave, an extremely rare ability that strips the positive spells off your enemies, leaving them vulnerable to your group.



Ability List

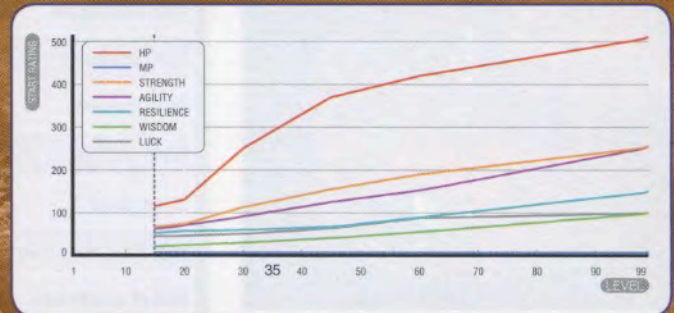
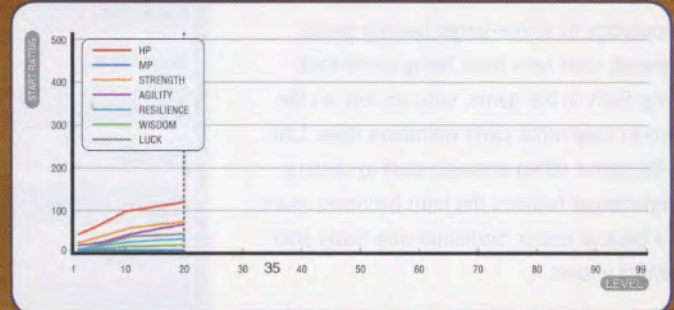
ABILITY	LVL LEARNED	COST	DESCRIPTION
Focus Strength	17	Free	Focus the fighting spirit to strike with redoubled force on the next attack
War Cry	21	Free	A booming yell to make the enemy cower in fear (causes 1 round of inactivity for all enemies)
Disruptive Wave	33	Free	Eliminates all magic effects
Lightning	40	Free	Calls down lightning to strike the enemy (deals 50-70 damage to all enemies)

Attribute Progression (Beginning Stats)

LEVEL	2	MAX MP	0	RESILIENCE	9	ATTACK	24
EXP	250	STRENGTH	24	WISDOM	7	DEFENCE	9
MAX HP	44	AGILITY	18	LUCK	9		

Level 15 Stats

LEVEL	15	MAX MP	0	RESILIENCE	52	ATTACK	86
EXP	7790	STRENGTH	67	WISDOM	21	DEFENCE	64
MAX HP	115	AGILITY	62	LUCK	45		



PLAYING AS A GREAT SABRECAT

It doesn't take long to master great sabrecats. At lower levels, you won't have access to any abilities. Find the best possible weapons for your sabrecat and have it attack the same foes as the rest of your party.

The first ability, Focus Strength, occurs at level 17. You lose a round of damage while preparing the strike, but the next attack does quite a bit of damage. This is ideal when you're going after targets with lots of HP or high defence. The first round is a good time for characters to cast Sap (reducing the enemy's defence) or to raise their own attack power. If you have a second character cast Oomph to raise the great sabrecat's attack power, you end up with a perfect second round. Your attack gets boosted by the Oomph/Paxa Punch and improved further by the Focus Strength and the enemy takes extra damage because it is Sapped.

Combinations like this help to "pay" for preparation rounds. The first round ends up being especially weak because so few people attack, but the second round is quite powerful and subsequent rounds are still above the norm.



War Cry is a great ability to use against multiple foes...

War Cry is a great ability to use against multiple foes because it has a fairly high rate of success. Although you won't disable enemies for long, it's possible to disrupt a full group for a single round. Think about it this way: you lose one attack from your great sabrecat and stand to have multiple members from an enemy group miss their turn. It's a decent trade if you use War Cry against at least two enemies.

Disruptive Wave is normally reserved for bosses in this game, and even most of them don't have it until you meet the final bad guys. This ability is like a magical reset button; all of the spells that are in play stop working. You will need to reset your characters' Buffs, Saps, and so forth when it is used. Disruptive Wave is wonderful if enemies give themselves too many attack boosts, defence improvements, and such.

Lightning is learned very late in the game. Some players won't even see this ability because they'll complete the game first and may be using other monsters. Although Lightning gives great sabrecats access to a group-damaging ability, it's still not the most powerful option. The problem is one of opportunities; there are many monsters that can do far more group damage by the time you have access to Lightning. When forced to choose between a great dragon's breath weapons, a caster's Kabooms, or Lightning, it's pretty clear that Lightning won't win out.

Weapons

NAME	ATTACK
Bone stake	6
Stone fangs	12
Iron claw	19
Steel fangs	35
Fire claw	53
Icicle dirk	70
Cobra claw	90
Orichalcum fangs	115

Armor

NAME	DEFENCE
Rags	3
Handwoven cape	6
Leather kilt	12
Fur cape	18
Iron cuirass	23
Silver cuirass	40
Flowing dress	55
Metal king armour	95

Helmets

NAME	DEFENCE
Leather hat	2
Hardwood headwear	6
Iron helmet	16
Happy hat	35
Great helm	45
Metal king helm	70

Accessories

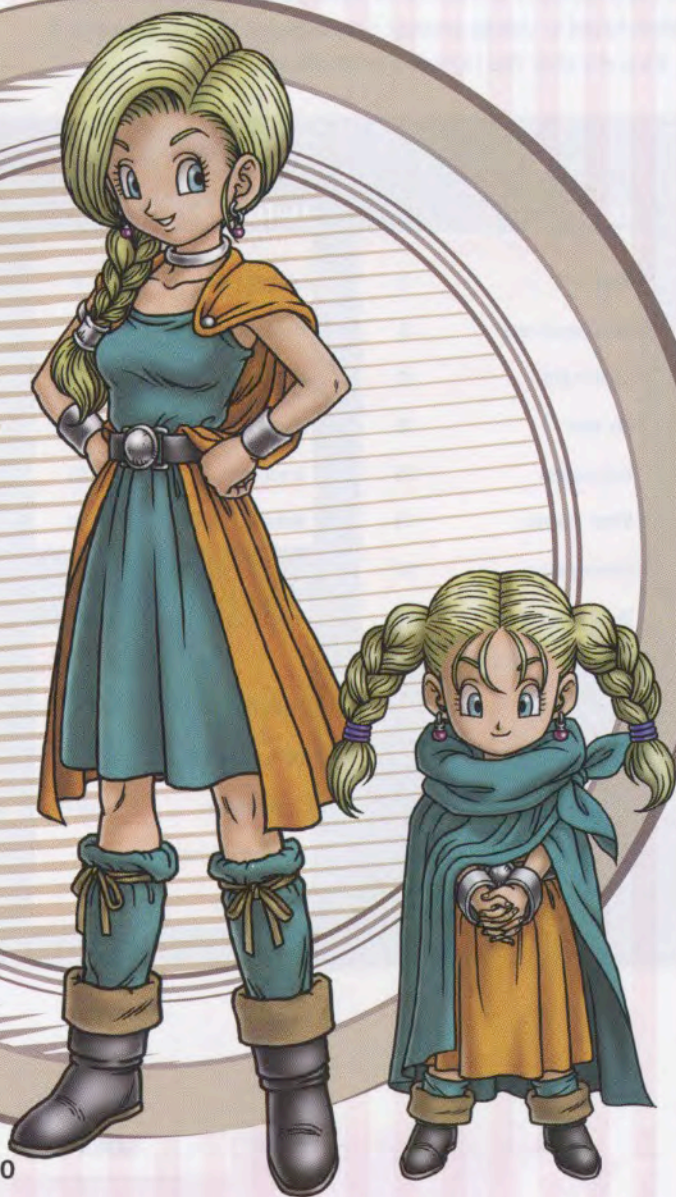
NAME	ATTRIBUTE EFFECT
Meteorite bracer	Agility x2
Bianca's ribbon	Wisdom +10
Crude image	Luck+15
Kamikazee bracer	--
Elfin charm	--

Bianca

Bianca is a young girl from a rural community called Roundbeck, where her family runs the local inn. Bianca has a strong sense of responsibility and she's quite humble once you get to know her. Her father, Mr. Whitaker ("Whitey"), is a good fellow who knows the hero's father. They get along rather well, as do the hero and Bianca.

Bianca is a born spellcaster. She can't heal or learn how to cast support magic, but her powerful spells are good at KO'ing individual monsters and groups of enemies. Bianca has lots of MP, so there's no need to be stingy with her spells. Bianca's physical damage is usually a step behind recruited monsters and the hero, especially in the later parts of the game.

Bianca has the highest HP and MP total of the three female casters in *Dragon Quest V*. Nera is more vulnerable to attacks, but can deal far more group damage.

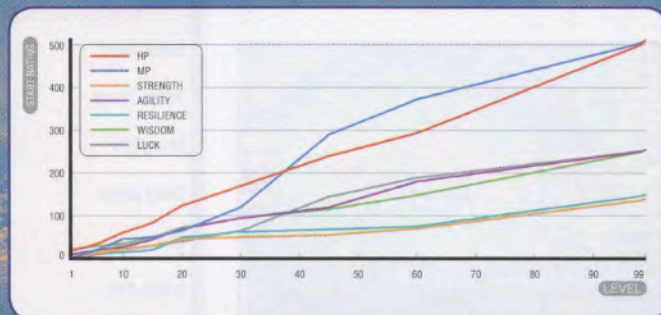


Ability List

ABILITY	LVL LEARNED	COST	DESCRIPTION
Frizz	3	2 MP	Singes a single enemy with a small fireball (deals 12-15 damage)
Dazzle	5	4 MP	Envelops a group of enemies in illusions (reducing their accuracy)
Kasap	7	4 MP	Reduces the defence of a group of enemies
Sizz	8	4 MP	Singes a group of enemies with a blazing fire (deals 16-24 damage)
Snooze	12	3 MP	Puts a group of enemies to sleep
Oomph	13	6 MP	Doubles the attack power of a single party member
Sizzle	15	6 MP	Burns a group of enemies with a blazing wall of fire (deals 30-42 damage)
Safe Passage	17	2 MP	Travel with impunity across terrain that would otherwise cause harm
Bounce	18	4 MP	Forms a protective barrier that reflects all spells (affects one ally)
Frizzle	20	4 MP	Burns a single enemy with a large fireball (deals 70-90 damage)
Thwack	23	7 MP	An incantation that tries to send a group of enemies to the hereafter
Kasizzle	27	10 MP	Scorches a group of enemies with a blazing hellfire (deals 88-112 damage)
Kafrizzle	33	10 MP	Incinerates a single enemy with an enormous fireball (deals 180-200 damage)

Attribute Progression (Beginning Stats)

LEVEL	1	MAX MP	0	RESILIENCE	5	ATTACK	9
EXP	0	STRENGTH	3	WISDOM	20	DEFENCE	13
MAX HP	18	AGILITY	10	LUCK	2		



PLAYING AS BIANCA

Early on, Bianca can be a frontline fighter even with her melee attacks. There are fairly good weapons for her and she can usually hit multiple targets. As an adult mage, Bianca doesn't get to hit hard or wade through foes. She has fewer HP than the hero, the great sabrecat, and the Boy. It's better to have her on the right side of the party where she can cast spells and stay relatively safe from harm.



Bianca's magic is fire-based. She learns the single-target fire line (Frizz, Frizzle, and Kafrizzle). These spells are quite effective against bosses or high-end targets throughout most of the game. Later on, you encounter bosses that are either resistant to most magic or are able to reflect it back at the party. This limits Bianca's use in those fights, but she isn't alone; all damage casters must face this problem in late-game boss fights.

The Sizz line of spells (Sizz, Sizzle, and Kasizzle) helps Bianca wound entire groups of foes. Don't have her break out these spells against tiny groups, but for anything with three or more monsters, it's an ideal use of MP.

Snooze is a crowd control spell; it attempts to put a full group of enemies to sleep. When it works, Snooze is quite good. Enemies often sleep for at least a couple of rounds, which means far less damage coming in at your party. Still, there are many monsters to recruit that use Snooze or other disruptive abilities; Bianca is somewhat better as a damage dealer first and a crowd control person second. If you don't have another character/monster for disrupting groups, then have Bianca cast her Snooze spells.

Oomph is a defining spell for many of the characters who learn it. Oomph doubles melee damage of the target. You can cast this on recruited monsters or characters and its effects are astounding. Oomph doesn't wear off unless the enemy has Disruptive Wave, so you can sacrifice one turn from one character to double someone else's damage for the remainder of the fight. Have Bianca cast Oomph on all melee attackers in the party for any boss fight. It's even worth casting Oomph on your best damage dealer during large encounters with random enemies.

Kasap is quite deadly for medium-length fights or boss battles. Kasap has a chance to reduce the target's defence by a considerable margin and this version of the spell affects entire groups. For a fight that's going to end in one or two rounds, don't waste your time casting Kasap. But when there are huge groups that are relatively tough or when there are bosses around, it's nice to have Kasap. Cast your Oomph spells first, as they have more bang

for your buck and there isn't a chance for them to be resisted. Then, get to work on Sapping your enemies. Some enemies resist Sap better than others, so be tenacious. Also, don't stop after just one Sap lands on a boss. Repeat the spell a couple times to increase the effect.

If you reach a point where the enemy is still alive, Oomph is active on the rest of your party, and the target is Sapped down to almost zero defence, remove Bianca from the party and put a damage dealer or backup healer into her position. This increases the survivability or damage output of your party during extremely tough encounters. If the enemy uses Disruptive Wave, then return Bianca to the party and have her start over.

Weapons

NAME	ATTACK
Poison needle	1
Paring knife	6
Bronze knife	12
Thorn whip	18
Poison moth knife	24
Lightning staff	29
Falcon knife earrings	35
Staff of divine wrath	35
Staff of antimagic	40
Morning star	45
Somatic staff	55
Magma staff	63
Spiked steel whip	65
Staff of resurrection	66
Siren sword	70
Faerie foil	85
Gringham whip	100

Armour

NAME	DEFENCE
Plain clothes	4
Handwoven cape	6
Silk apron	10
Silk robe	13
Leather dress	17
Fur cape	18
Dancer's costume	20
Robust lingerie	23
Cloak of evasion	28
Robe of serenity	33
Lacy bustier	35
Glomolero	37
Shimmering dress	45
Sage's robe	50
Flowing dress	55
Silk bustier	60
Angel leotard	70
Princess's robe	80

Shields

NAME	DEFENCE
Pot lid	2
Leather shield	4
Scale shield	7

Helmets

NAME	DEFENCE
Leather hat	2
Hairband	7
Fur hood	11
Silver tiara	14
HERMES' hat	28
Wedding veil	30
Happy hat	35
Golden tiara	45
Metal king helm	70

Accessories

NAME	ATTRIBUTE EFFECT
Bianca's ribbon	Wisdom +10
Crude image	Luck +15
Meteorite bracer	Agility x2
Kamikazee bracer	--
Elfin charm	--
Circle of Water	--
Circle of Life	--

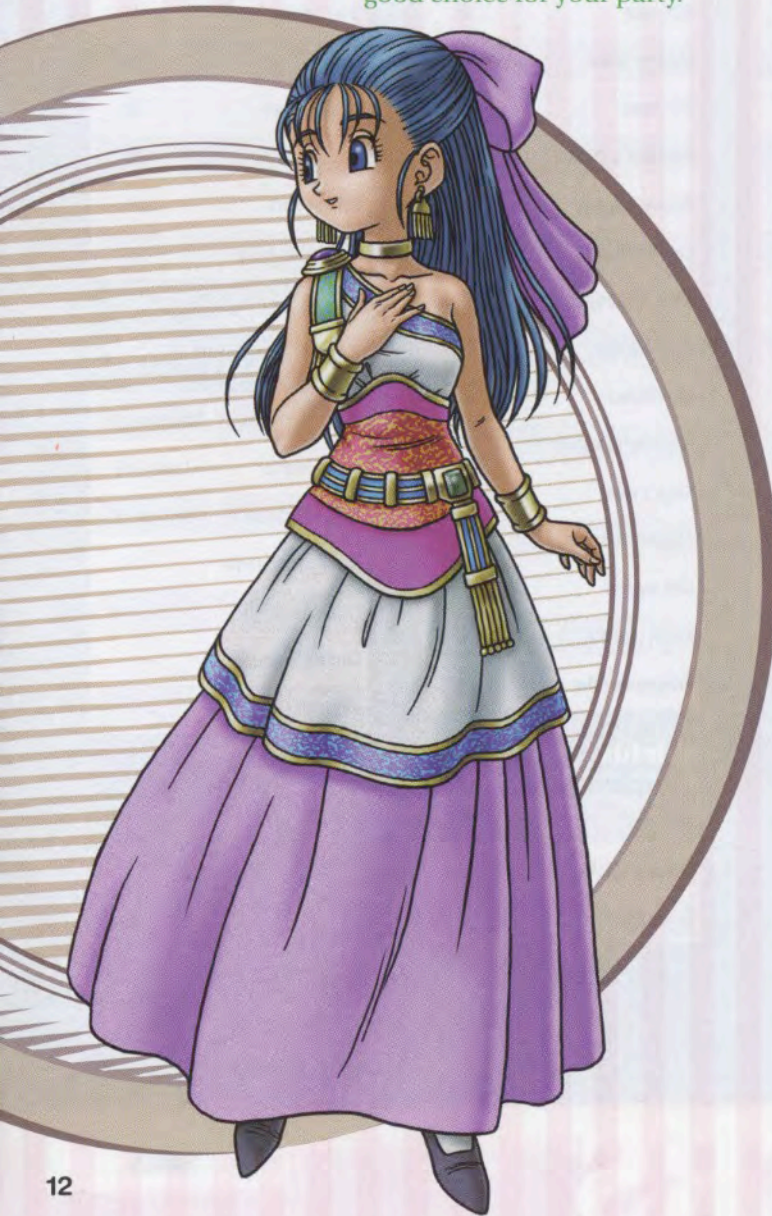
Nera

Nera Briscoletti is a young woman who lives in the town of Mostroferato. Her family has been a major force in the area for many generations and Nera's father is quite wealthy. The Briscoletti name is known far and wide for its relation to gambling and shipping.

But Nera isn't a big part of that; she's a quiet and thoughtful girl. Not given to major displays of opulence, she's more inclined to be seen walking around town with her dog Bingo than partying the night away.

Nera doesn't realize that she has much potential for spellcasting, but she is a quality mage. Like many damage casters, she can hit groups of enemies with the flick of a finger. Her group damage is higher than Bianca's, her single-target damage is equivalent, and she also learns a minor healing spell.

Although she's rather low on HP, Nera has a good supply of MP and makes such a versatile spellcaster that she's a good choice for your party.

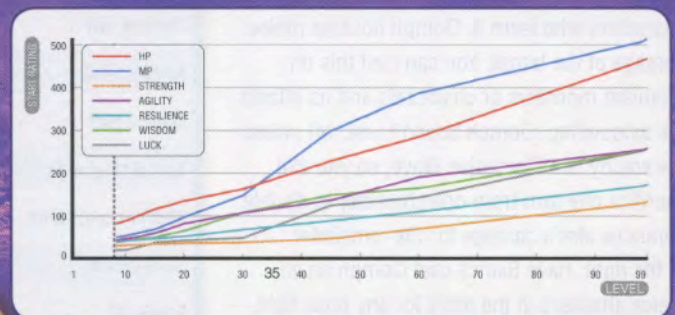


Ability List

ABILITY	LVL LEARNED	COST	DESCRIPTION
Midheal	10	5 MP	Restores at least 75 HP to a single ally
Kasap	11	4 MP	Reduces the defence of a group of enemies
Dazzle	12	4 MP	Envelops a group of enemies in illusions (reducing their accuracy)
Oomph	13	6 MP	Doubles the attack power of a single party member
Snooze	14	3 MP	Attempts to put a group of enemies to sleep
Safe Passage	15	2 MP	Travel with impunity across terrain that would otherwise cause harm
Sizzle	16	6 MP	Burns a group of enemies with a blazing wall of fire (deals 30-42 damage)
Tick-tock	17	3 MP	Summons night during day, and day during night
Bounce	18	4 MP	Forms a protective barrier that reflects all spells (affects one ally)
Frizzle	20	4 MP	Burns a single enemy with a large fireball (deals 70-90 damage)
Thwack	23	7 MP	An incantation that tries to send a group of enemies to the hereafter
Kasizzle	27	10 MP	Scorches a group of enemies with a blazing hellfire (deals 88-112 damage)
Kafrizzle	33	10 MP	Incinerates a single enemy with an enormous fireball (deals 180-200 damage)
Kaboom	37	15 MP	Blasts all enemies with an incredibly violent explosion (deals 120-160 damage)

Attribute Progression (Beginning Stats)

LEVEL	8	MAX MP	53	RESILIENCE	42	ATTACK	78
EXP	6572	STRENGTH	33	WISDOM	44	DEFENCE	91
MAX HP	85	AGILITY	46	LUCK	23		



...let Nera serve as a backup healer...

PLAYING AS NERA

Nera's knowledge of Midheal makes it easier to help the group outside of combat. You won't need Midheal during battles because you should already have at least one major healer and they have access to better healing magic anyway. Instead, let Nera serve as a backup healer to save the primary healer's MP for important battles. Have Nera top off injured party members after random encounters. This works well even if Nera isn't in the combat party (characters in the first four slots are in the combat party and can attack during battle; those in the rear four slots are in the wagon and can only cast outside of combat).

Nera learns the Kaboom spell later in the game. This spell is great against groups of foes, as it hits everything with decent damage. Even enemies with elemental resistances get shredded by Kaboom! This, by itself, makes Nera the easiest caster to use of the three females.

Have Nera cast Kafrizzle for single-target damage, Kaboom for large groups, and use Oomph early in battles to help your melee attackers inflict massive amounts of damage. For long fights, no damage spell in the game rivals the effectiveness of Oomph!



Weapons

NAME	ATTACK
Poison needle	1
Paring knife	6
Bronze knife	12
Thorn whip	18
Poison moth knife	24
Chain whip	28
Lightning staff	29
Falcon knife earrings	35
Staff of divine wrath	35
Staff of antimagic	40
Morning star	45
Somatic staff	55
Magma staff	63
Spiked steel whip	65
Staff of resurrection	66
Siren sword	70
Faerie foil	85
Gringham whip	100

Armour

NAME	DEFENCE
Plain clothes	4
Handwoven cape	6
Silk apron	10
Silk robe	13
Leather dress	17
Fur cape	18
Dancer's costume	20
Robust lingerie	23
Cloak of evasion	28
Robe of serenity	33
Lacy bustier	35
Glomholero	37
Shimmering dress	45
Sage's robe	50
Flowing dress	55
Silk bustier	60
Angel leotard	70
Princess's robe	80

Shields

NAME	DEFENCE
Pot lid	2
Leather shield	4
Scale shield	7

Helmets

NAME	DEFENCE
Leather hat	2
Hairband	7
Fur hood	11
Silver tiara	14
Hermes' hat	28
Wedding veil	30
Happy hat	35
Golden tiara	45

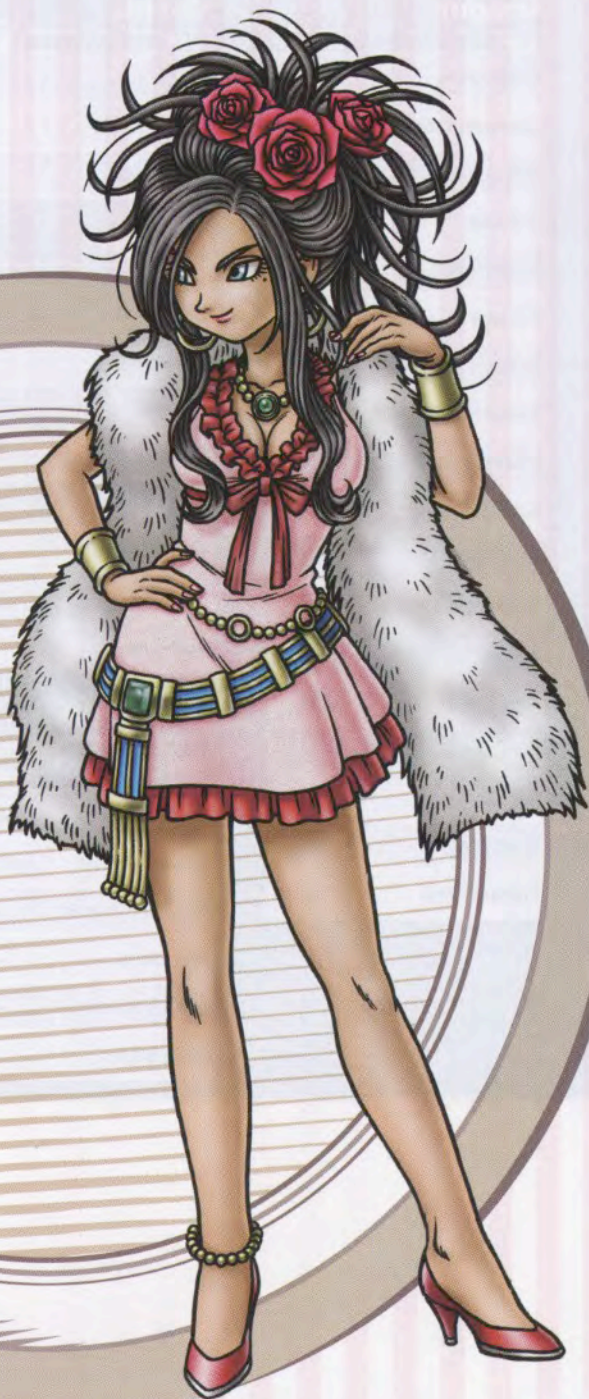
Accessories

NAME	ATTRIBUTE EFFECT
Crude image	Luck +15
Meteorite bracer	Agility x2
Kamikazee bracer	--
Elfin charm	--
Circle of Water	--
Circle of Life	--

Debora

Debora Briscoletti is Nera's sister. She too learns how to wield magic. Debora is a tough girl with a shrewish tongue. She is certainly feared in Mostroferrato because of her unrepentant attitude and haughty demeanor.

Debora has the lowest number of MP of the three female spellcasters. Her spell list is also quite limited. She never learns Kaboom or Kafrizzle, leaving her quite low in the ranks in terms of damage capability.

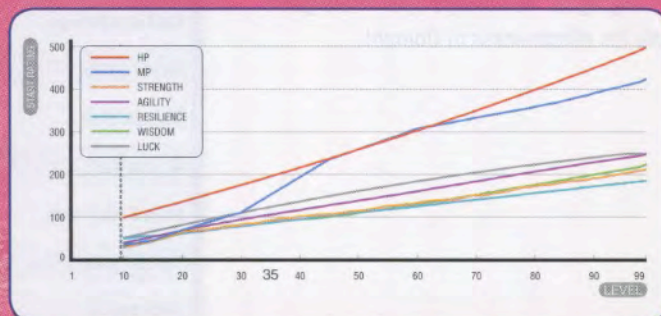


Ability List

ABILITY	LVL LEARNED	COST	DESCRIPTION
Dazzle	N/A	4 MP	Envelops a group of enemies in illusions (reducing their accuracy)
Snooze	N/A	3 MP	Puts a group of enemies to sleep
Kasap	N/A	4 MP	Reduces the defence of a group of enemies
Oomph	15	6 MP	Doubles the attack power of a single party member
Sizzle	17	6 MP	Burns a group of enemies with a blazing wall of fire (deals 30-42 damage)
Safe Passage	18	2 MP	Travel with impunity across terrain that would otherwise cause harm
Whack	19	4 MP	A cursed incantation that sends an enemy to the hereafter
Bounce	20	4 MP	Forms a protective barrier that reflects all spells (affects one ally)
Fuddle	22	5 MP	Sends a groups of enemies into a state of confusion
Thwack	25	7 MP	An incantation that tries to send a group of enemies to the hereafter
Kasizzle	29	10 MP	Scorches a group of enemies with a blazing hellfire (deals 88-112 damage)

Attribute Progression (Beginning Stats)

LEVEL	10	MAX MP	35	RESILIENCE	52	ATTACK	72
EXP	8578	STRENGTH	32	WISDOM	30	DEFENCE	96
MAX HP	102	AGILITY	41	LUCK	53		





Debora inflicts lower damage
than the other female characters,
but she can use Fuddle.

PLAYING AS DEBORA

Debora inflicts lower damage than the other female characters, but she can use Fuddle. Thwack is also an option. Although the other female characters have Thwack, it's often too unpredictable for them.

Debora has better melee stats (and a wider selection of weapons) compared to the other casters. This gives her some utility, but it puts her in competition with the other melee characters. If much of her damage is supposed to come from melee attacks, then she doesn't stack up well against monsters and melee characters.

Debora's mix of heavier weapons (compared to other casters) makes her a rare hybrid of melee and damage caster. She isn't as deadly as other choices, but choosing her won't cripple your party. She can cast Oomph and Kasap; ultimately, that's all she needs.

Weapons

NAME	ATTACK
Poison needle	1
Thorn whip	18
Iron claw	19
Sledgehammer	30
Falcon knife earrings	35
Akillics	40
Fire claw	53
Diamond akillics	55
Dream blade	55
War hammer	60
Spiked steel whip	65
Falcon blade	67
Hela's hammer	70
Siren sword	70
Faerie foil	85
Cobra claw	90
Gringham whip	100
Miracle sword	100

Armour

NAME	DEFENCE
Plain clothes	4
Handwoven cape	6
Silk apron	10
Silk robe	13
Leather dress	17
Dancer's costume	20
Robust lingerie	23
Silk dress	30
Lacy bustier	35
Shimmering dress	45
Flowing dress	55
Silk bustier	60
Angel leotard	70
Princess's robe	80

Shields

NAME	DEFENCE
Floral parasol	8

Helmets

NAME	DEFENCE
Hairband	7
Silver tiara	14
Wedding veil	30
Golden tiara	45

Accessories

NAME	ATTRIBUTE EFFECT
Crude image	Luck +15
Meteorite bracer	Agility x2
Elfin charm	--
Circle of Water	--
Circle of Life	--

The Boy

The Boy is quite tough. He can't hit as hard as your hero, but he has a number of other perks. In terms of personality, the Boy is a bright lad with a friendly disposition. He always looks for the good in things in life and he's more than a touch optimistic.

The Boy has spells capable of dealing damage against enemy groups, but often he's more of a single-target damage dealer with strong healing elements. Although your hero can heal characters quite well, the Boy has healing and support in spades. He learns the much-lauded Multiheal, a spell that restores a huge amount of health to everyone in the party (even if they're back in the wagon). He also has Kabuff and Insulate, two support spells that are very useful in difficult fights. Eventually, the Boy also gets Kazap and Kazapple, two of the best damage spells in the game.

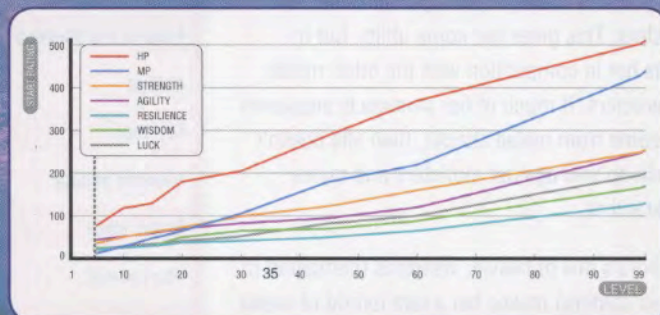


Ability List

ABILITY	LVL LEARNED	COST	DESCRIPTION
Fizzle	N/A	3 MP	Prevents the enemy from using magic
Kabuff	8	3 MP	Raises the defence of all party members
Holy Protection	10	4 MP	Generates a holy aura that keeps weaker monsters away
Midheal	12	5 MP	Restores at least 75 HP to a single ally
Sizzle	13	6 MP	Burns a group of enemies with a blazing wall of fire (deals 30-42 damage)
Tingle	14	2 MP	Cures all party members of the effects of paralysis
Safe Passage	15	2 MP	Travel with impunity across terrain that would otherwise cause harm
Fullheal	16	7 MP	Restores all HP to a single ally
Peep	18	3 MP	Analyzes items and treasure chests
Sheen	20	10 MP	Lifts a curse from a single ally
Insulate	23	3 MP	Protects all party members from fire- or ice-based attacks
Zap	25	8 MP	Calls down lightning on all enemies (deals 70-90 damage)
Kazing	27	20 MP	Resurrects a fallen ally to full health
Multiheal	30	18 MP	Restores at least 75 HP to the whole party
Kazap	34	15 MP	Calls down powerful thunderbolts on a group of enemies (deals 175-225 damage)
Kazapple	38	10 MP each	Draws on the party's combined power to zap a single enemy (deals 300-350 damage)

Attribute Progression (Beginning Stats)

LEVEL	5	MAX MP	12	RESILIENCE	22	ATTACK	80
EXP	2795	STRENGTH	35	WISDOM	25	DEFENCE	90
MAX HP	74	AGILITY	44	LUCK	23		



PLAYING AS THE BOY

The Boy has so many powerful abilities; you must carefully consider what to use. For single-target damage, he has a powerful blade that you can go the entire game without upgrading. This weapon gives the Boy plenty of melee punch.

If you've leveled him up enough to learn it, however, the Kazapple spell does insane damage. Burn down enemies that are fast and dangerous with this spell. Some creatures have high agility and use potent spells against your party to disable them (soulsprawns are a good example, because they seal off your entire party's magic and magical effects).

Kazapple works brilliantly if you have the meteorite bracer equipped. The Boy is a great candidate for wearing the meteorite bracer, an accessory that doubles a character's agility, almost guaranteeing that the wearer acts first in a given round. With such a high initiative, the Boy can cast Kazapple and automatically KO pesky enemies.

...the Kazapple spell does insane damage.

Having an especially high agility serves the Boy well in additional areas. Because this character has Multiheal, he keeps the group going in late-game boss fights. Many of the final bosses have Kaboom and similar spells. Multiheal can keep up with these while Fullheal cannot, even when two characters stop to heal the party. Going first ensures that the Boy heals at the same time each round (getting as many as two group spells in), then going first the next round, possibly hitting the entire group twice again!



The Boy also has Insulate and Kabuff. Kabuff raises the entire group's defence. It's not necessary in many fights, but it's a lifesaver during several boss fights. Insulate substantially reduces the damage your group takes from fire- and ice-based attacks. Almost all bosses have elemental attacks that hit the entire party, so Insulate is almost mandatory for beating them. During the first round of a boss fight, have the Boy cast Insulate.

The Boy can also remove curse effects with Sheen and raise the dead with Kazing, a resurrection spell that brings characters or monsters back to life with full health. Zing doesn't work nearly as well in battle, and later in the game, you will learn to depend on Kazing.

Weapons

NAME	ATTACK
Cypress stick	2
Bamboo spear	5
Paring knife	6
Oaken staff	9
Giant mallet	10
Bronze knife	12
Copper sword	13
Boomerang	15
Iron claw	19
Stone axe	20
Iron staff	22
Poison moth knife	24

NAME	ATTACK
Edged boomerang	25
Sledgehammer	30
Steel broadsword	33
Pankraz's sword	40
Battle-axe	45
Cautery sword	45
Morning star	45
Fire claw	53
Dream blade	55
War hammer	60
Magma staff	63
Flametang boomerang	65

NAME	ATTACK
Staff of resurrection	66
Hela's hammer	70
Zombiesbane	80
Cobra claw	90
Dragonsbane	90
Double-edged sword	99
Miracle sword	100
Blizzard blade	105
Zenithian Sword	110
Dragon staff	125
Metal king sword	130

Armour

NAME	DEFENCE
Plain clothes	4
Wayfarer's clothes	7
Leather armour	11
Scale armour	15
Bronze armour	21
Iron armour	25
Full plate armour	30
Silver mail	40
Powjamas	40
Dragon mail	50
Magic armour	60
Flame armour	70
Sacred armour	75
Mirror armour	80
Zenithian Armour	85
Metal king armour	95

Shields

NAME	DEFENCE
Leather shield	4
Scale shield	7
Bronze shield	11
Iron shield	16
Magic shield	22
Dragon shield	30
Tempest shield	35
Flame shield	40
Power shield	45
Silver shield	55
Zenithian Shield	60
Metal king shield	70
Ruinous shield	--

Helmets

NAME	DEFENCE
Leather hat	2
Fur hood	11
Iron helmet	16
Iron mask	25
Thinking cap	40
Great helm	45
Zenithian Helm	50
Metal king helm	70

Accessories

NAME	ATTRIBUTE EFFECT
Crude image	Luck +15
Meteorite bracer	Agility x2
Kamikazee bracer	--
Elfin charm	--
Circle of Life	--

The Girl

The Girl is a friendly child who isn't quite as outspoken as the Boy. She is adept at magic and advances quickly in the mystic arts.

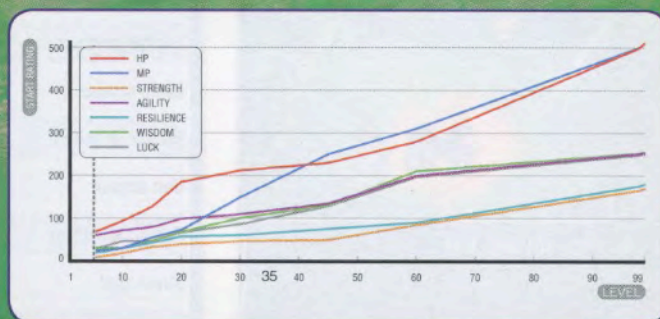


Ability List

ABILITY	LVL LEARNED	COST	DESCRIPTION
Crack	N/A	3 MP	Pierces a single enemy with razor-sharp icicles (deals 25-35 damage)
Dazzle	N/A	4 MP	Envelops a group of enemies in illusions (reducing their accuracy)
Zoom	N/A	8 MP	Returns instantly to various previously-visited locations (doesn't work when underground or inside dungeons)
Evac	9	8 MP	Exit instantly from dungeons, caves, and towers
Bang	11	5 MP	Damages all enemies with a small explosion (deals 20-30 damage)
Crackle	14	5 MP	Rips into a group of enemies with sharp icicles (deals 42-58 damage)
Oomph	16	6 MP	Doubles the attack power of a single party member
Tick-tock	18	3 MP	Summons night during day, and day during night
Snooze	20	3 MP	Puts a group of enemies to sleep
Kasap	22	4 MP	Reduces the defence of a group of enemies
Boom	24	8 MP	Engulfs all enemies in a large explosion (deals 52-68 damage)
Bounce	27	4 MP	Forms a protective barrier that reflects all spells (affects one ally)
Kacrackle	30	12 MP	Lacerates all enemies with a raw volley of rasping ice (deals 80-104 damage)
Puff!	32	18 MP	Transform into a fire-breathing dragon (you lose control of the character but they deal 60+ damage every round to all enemies)
Kaboom	36	15 MP	Blasts all enemies with an incredibly violent explosion (deals 120-160 damage)

Attribute Progression (Beginning Stats)

LEVEL	5	MAX MP	24	RESILIENCE	18	ATTACK	48
EXP	3480	STRENGTH	8	WISDOM	30	DEFENCE	69
MAX HP	67	AGILITY	60	LUCK	31		



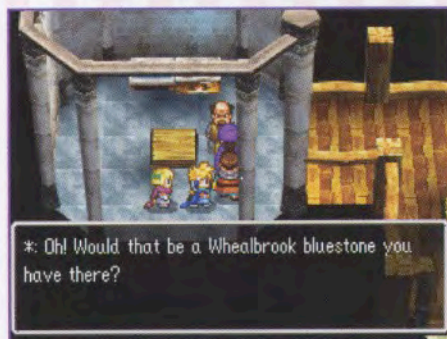
PLAYING AS THE GIRL

The Girl has similar stats to many of the adult spellcasters, although her MP and HP are closer to Bianca's. With only modest armor, it's hard to keep the Girl healthy until she gains a few levels. Heal her carefully and leave her out of direct combat early in the game.

Once she reaches level 20, the Girl becomes much more valuable. By level 22, the Girl has Oomph, Kasap, and Crackle, giving her the party support spells she needs and a group damage spell for dealing with random encounters. At level 36, the Girl learns Kaboom.

Later in the game, you'll start to see her late-game dynamics. Instead of having mages deal damage during the boss fights, you should have them function purely as support characters. Kasap and Oomph are the only major spells the Girl needs to cast during these fights. Everything else can be handled by melee damage dealers and healers.

It's even wise to pull the Girl out of combat as soon as she's done with her Sap/Oomph spells so that a tougher character can stand in her slot (using melee attacks or backup healing).



...pull the Girl out of combat as soon as she's done with her Sap/Oomph spells...

Weapons

NAME	ATTACK
Poison needle	1
Paring knife	6
Bronze knife	12
Thorn whip	18
Poison moth knife	24
Chain whip	28
Falcon knife earrings	35
Staff of divine wrath	35
Staff of antimagic	40
Morning star	45
Somatic staff	55
Stolos' staff	60
Magma staff	63
Spiked steel whip	65
Staff of resurrection	66
Siren sword	70
Faerie foil	85
Gringham whip	100

Armour

NAME	DEFENCE
Plain clothes	4
Handwoven cape	6
Wayfarer's clothes	7
Silk apron	10
Silk robe	13
Leather dress	17
Fur cape	18
Dancer's costume	20
Iron cuirass	23
Cloak of evasion	28
Robe of serenity	33
Lacy bustier	35
Glombolero	37
Silver cuirass	40
Shimmering dress	45
Sage's robe	50
Flowing dress	55
Silk bustier	60
Angel leotard	70
Princess's robe	80

Shields

NAME	DEFENCE
Pot lid	2
Leather shield	4
Scale shield	7
Silver shield	55

Helmets

NAME	DEFENCE
Leather hat	2
Hairband	7
Fur hood	11
Silver tiara	14
Hermes' hat	28
Happy hat	35
Golden tiara	45

Accessories

NAME	ATTRIBUTE EFFECT
Bianca's ribbon	Wisdom +10
Crude image	Luck +15
Meteorite bracer	Agility x2
Kamikazee bracer	--
Elfin charm	--
Circle of Life	--

Sancho

Sancho is a friend and assistant to the hero's father. The man from the eastern Kingdom of Gotha has traveled quite far because of his friendship with Pankraz. Although he may not look the part, Sancho is a sturdy and reliable man-at-arms who can survive a foul beating. He's also a man you can trust!

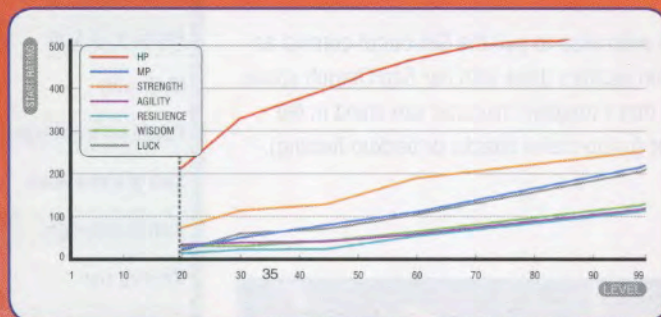


Ability List

ABILITY	LVL LEARNED	COST	DESCRIPTION
Kabuff	N/A	3 MP	Raises the defence of all party members
Snooze	N/A	3 MP	Puts a group of enemies to sleep
Storyteller	N/A	4 MP	Reveals which level of a building or dungeon the user is currently on
Whistle	24	Free	Summons a monster by whistling (instantly begins a random encounter, where applicable)
Drain Magic	25	Free	Steals MP from a single enemy
Whack	28	4 MP	A cursed incantation that sends an enemy to the hereafter
Padfoot	29	Free	Lowens the risk of being detected by monsters for a while
Kamikazee	30	1 MP	Go out with a bang...and have a blast doing it! (kills the caster but deals heavy damage to all enemies)
Nose for Treasure	31	Free	Reports the number of nearby treasures
Fuddle	32	5 MP	Sends a group of enemies into a state of confusion

Attribute Progression (Beginning Stats)

LEVEL	20	MAX MP	25	RESILIENCE	20	ATTACK	104
EXP	29678	STRENGTH	74	WISDOM	31	DEFENCE	57
MAX HP	214	AGILITY	35	LUCK	21		



PLAYING AS SANCHO

Sancho is a very interesting character, because some of his best abilities work outside of combat. Sancho is just a modest melee attacker in a normal fight; he can cast Kabuff on the party and disrupt targets with Fuddle, but those aren't particularly rare talents.

The Whistle spell is what makes Sancho a late-game blessing. Casting Whistle causes a battle to immediately begin, unless there are no monsters in the region (for example, while the party is in a town). This may not sound like a great ability at first, but after gaining several levels, you'll soon realize why this ability is a godsend.

Whistle cuts down on your leveling times because there's no need to waste energy wandering around areas waiting for fights. Not only is this more efficient, but it's also a lot more relaxing to collect money and EXP.

Storyteller provides information about where your party is located. If you're using this guide to navigate, this isn't as important. However, players who are new to the game and who like to map on their own will appreciate this spell. It's especially nice when you're in dungeons that go up and down in different areas. Nose for Treasure indicates if there are any unclaimed treasure chests left in a region.

Padfoot reduces the enemy encounter rate. Usually this isn't necessary; it's good to fight through random encounters to gain levels and money for your party. Still, if your group is going through a long dungeon and starts to run low on MP, you may want to avoid extra fighting. Padfoot does this without wasting items!

The Whistle spell is what makes Sancho a late-game blessing.



Using Kamikazee to KO Metal King Slimes

Kamikazee doesn't work against bosses or metal king slimes. It's a sensible thing to try, but sadly, those buggers are resistant even to that.

Kamikazee is another spell that Sancho has that isn't widely available. Like Body Slam (a monster ability), this attack will KO Sancho and rip through the enemies. All enemies are either KO'ed automatically or take a fair amount of damage. This ability does not steal Sancho's MP, unlike Kerplunk.

Weapons

NAME	ATTACK
Cypress stick	2
Bamboo spear	5
Oaken club	9
Giant mallet	10
Stone axe	20
Chain sickle	27
Saw blade	27
Sledgehammer	30
Battle-axe	45
War hammer	60
Hela's hammer	70
Ionospear	85
Massacre sword	95
Great bow	110
Flail of destruction	125

Armour

NAME	DEFENCE
Plain clothes	4
Wayfarer's clothes	7
Leather kilt	12
Boxer shorts	15
Iron cuirass	23
Tortoise shell	33
Powjamas	40
Silver cuirass	40
Spiked armour	55
Magic armour	60
Hela's armour	85

Shields

NAME	DEFENCE
Pot lid	2
Leather shield	4
Scale shield	7
Bronze shield	11
Iron shield	16
Tempest shield	35
Ogre shield	48
Metal king shield	70
Ruinous shield	-

Helmets

NAME	DEFENCE
Leather hat	2
Pointy hat	3
Hardwood headwear	6
Iron helmet	16
Top hat	20
Happy hat	35
Great helm	45
Metal king helm	70

Accessories

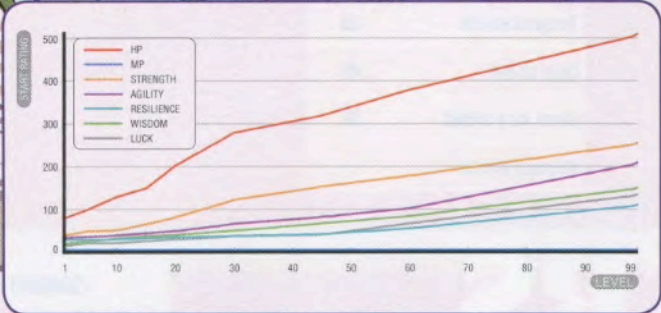
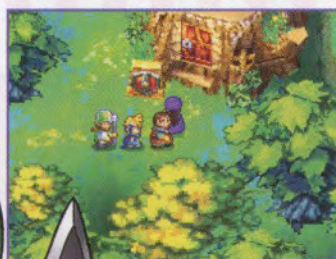
NAME	ATTRIBUTE EFFECT
Crude image	Luck +15
Meteorite bracer	Agility x2
Kamikazee bracer	--
Elfin charm	--

Tuppence

Tuppence is a Gothan soldier who wants to see the world and fight for his people. He's a simple fellow who doesn't understand magic, but he can use a variety of weapons and armor pieces.

PLAYING AS TUPPENCE

Put Tuppence in your party if you want another frontline character and don't need healing, magical damage, or special attacks. Sancho joins the team around the same time, although Tuppence is more aggressive while Sancho has more utility and accomplishes much more when he's in the wagon.



Attribute Progression (Beginning Stats)

LEVEL	1	MAX MP	0	RESILIENCE	29	ATTACK	73
EXP	0	STRENGTH	40	WISDOM	20	DEFENCE	86
MAX HP	80	AGILITY	35	LUCK	15		

Weapons

NAME	ATTACK
Paring knife	6
Giant mallet	10
Bronze knife	12
Copper sword	13
Boomerang	15
Iron claw	19
Stone axe	20
Poison moth knife	24
Sledgehammer	30
Steel broadsword	33
Serpent sword	42
Battle-axe	45
Morning star	45
Fire claw	53
Dream blade	55
War hammer	60
Magma staff	63
Staff of resurrection	66
Falcon blade	67
Hela's hammer	70
Zombiesbane	80
Cobra claw	90
Demon spear	99
Dragonsbane	90
Massacre sword	95
Double-edged sword	99
Blizzard blade	105
Dragon staff	125
Metal king sword	130

Armour

NAME	DEFENCE
Plain clothes	4
Wayfarer's clothes	7
Leather armour	11
Scale armour	15
Chain mail	19
Bronze armour	21
Iron cuirass	23
Iron armour	25
Full plate armour	30
Silver mail	40
Dragon mail	50
Spiked armour	55
Magic armour	60
Flame armour	70
Mirror armour	80
Metal king armour	95

Shields

NAME	DEFENCE
Leather shield	4
Scale shield	7
Bronze shield	11
Iron shield	16
Dragon shield	30
Flame shield	40
Metal king shield	70
Ruinous shield	--

Helmets

NAME	DEFENCE
Leather hat	2
Hardwood headwear	6
Iron helmet	16
Iron mask	25
Thinking cap	40
Great helm	45
Metal king helm	70

Accessories

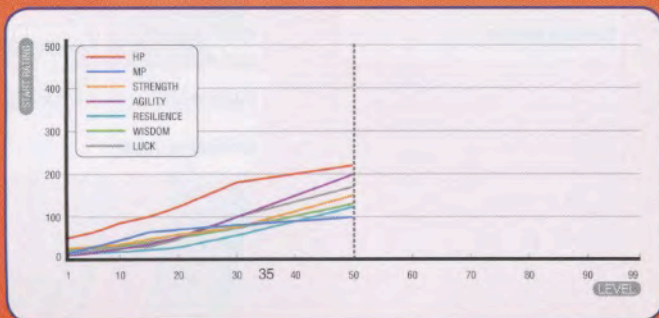
NAME	ATTRIBUTE EFFECT
Crude image	Luck +15
Meteorite bracer	Agility x2
Kamikazee bracer	--
Elfin charm	--

Ability List

ABILITY	LVL LEARNED	COST	DESCRIPTION
Frizz	N/A	2 MP	Singes a single enemy with a small fireball (deals 12-15 damage)
Dazzle	3	4 MP	Envelops a group of enemies in illusions (reducing their accuracy)
Kasap	6	4 MP	Reduces the defence of a group of enemies
Bang	8	5 MP	Damages all enemies with a small explosion (adds 20-30 damage)
Fuddle	12	5 MP	Sends a group of enemies into a state of confusion
Holy Protection	15	4 MP	Generates a holy aura that keeps weaker monsters away

Attribute Progression (Beginning Stats)

LEVEL	1	MAX MP	14	RESILIENCE	12	ATTACK	37
EXP	0	STRENGTH	25	WISDOM	20	DEFENCE	12
MAX HP	50	AGILITY	10	LUCK	16		



Harry

Harry of Coburg is the first-born prince of this northern kingdom. A wild rascal, you may not like Harry when you first meet him. He seems brash, unprincipled, and even mean-spirited. But give this boy time to grow. One day he may become a good man and an honest leader.

Harry is a spellcaster, although he isn't exceptionally talented at it compared to the great mages of the world. You can rely on him for basic support with his Kasap spells and Bang attacks.



PLAYING AS HARRY

Use Kasap against enemies to give your hero an edge during longer fights. Have Harry cast Bang to soften larger groups of foes. One downside is that Harry doesn't have a large spell list.



Weapons

NAME	ATTACK
Staff of salvation	-
Oaken club	9
Oaken staff	9
Bronze knife	12
Copper sword	13
Iron staff	22
Chain sickle	27
Chain whip	28
Lightning staff	29
Steel broadsword	33
Staff of divine wrath	35
Staff of antimagic	40
Serpent sword	42
Somatic staff	55
Stolos' staff	60
Dragonsbane	90
Massacre sword	95
Double-edged sword	99
Gringham whip	100
Miracle sword	100
Blizzard blade	105
Zenithian Sword	110
Hell sabre	120
Metal king sword	130

Armour

NAME	DEFENCE
Rags	3
Plain clothes	4
Serf wear	5
Wayfarer's clothes	7
Leather armour	11
Leather kilt	12
Scale armour	15
Chain mail	19
Bronze armour	21
Iron cuirass	23
Iron armour	25
Spiked armour	55
Restless armour	-

Shields

NAME	DEFENCE
Pot lid	2
Leather shield	4
Scale shield	7
Bronze shield	11
Iron shield	16

Helmets

NAME	DEFENCE
Leather hat	2
Hardwood headwear	6
Iron helmet	16
Iron mask	25

Accessories

NAME	ATTRIBUTE EFFECT
Crude image	Luck +15
Kamikazee bracer	--



Pankraz

Pankraz is the hero's father. A tough swordsman in his own right, he's lived the rough life of the road for some time. Pankraz can heal and deal substantial damage. He's never a character under your control, because he sees himself as an elder.



Ability List

ABILITY	LVL LEARNED	COST	DESCRIPTION
Heal	N/A	3 MP	Restores at least 30 HP to a single ally
Midheal	N/A	5 MP	Restores at least 75 HP to a single ally

Attribute Progression (Beginning Stats)

LEVEL	27	MAX MP	65	RESILIENCE	79	ATTACK	157
EXP	128341	STRENGTH	117	WISDOM	95	DEFENCE	91
MAX HP	410	AGILITY	35	LUCK	92		



Honey

Honey is a helpful faerie who works for the leaders of Faerie Lea. Capable of crossing the boundary into the earthly world, she looks for help if anything goes wrong with the natural order of things. Only children can see faeries when they travel in the earthly realm, so Honey is on the lookout for bright and courageous children.



Ability List

ABILITY	LVL LEARNED	COST	DESCRIPTION
Dazzle	N/A	4 MP	Envelops a group of enemies in illusions (reducing their accuracy)
Heal	N/A	3 MP	Restores at least 30 HP to a single ally
Kasap	N/A	4 MP	Reduces the defence of a group of enemies
Sizz	N/A	4 MP	Singes a group of enemies with a blazing fire (deals 16-24 damage)

Attribute Progression (Beginning Stats)

LEVEL	7	MAX MP	47	RESILIENCE	7	ATTACK	38
EXP	710	STRENGTH	29	WISDOM	6	DEFENCE	31
MAX HP	38	AGILITY	24	LUCK	6		

CHARACTERS

PANKRAZ

Becoming a Champion

A dedicated player can always get an edge in role-playing games by raising levels and getting the best gear, but there's a lot more to playing than just that. This chapter explains how to master the game, get the most out of your characters, and have fun doing it.

Basic Gameplay

Let's start with the basics. If you can't get around, how will you save the world?

WALKING

Your hero moves around the world one square at a time. Press the D-pad up, down, left, or right to have the hero move in the corresponding direction. You can't move through walls, large objects, or people, but you can pass through openings, doors, and hallways simply by walking through them.



TALKING

Walk up to people who are moving around towns and dungeons. While facing them, press the A button to start a conversation. Continue pressing that button after reading each section of dialogue, then continue along your way when you're done talking.



Sometimes you must make choices about your conversations. A dialogue box appears asking whether your character will respond with "Yes" or "No." Be warned, *Dragon Quest* games have a long tradition of asking questions where one answer is the heroic choice and the other is, well, less heroic. Your character is a hero and people will usually think you're joking if you refuse to help them or do the right thing. This leads to some amusing dialogue—and often a chance to change your mind and help the people anyway.

You can talk to people in your party. Press the B button to hear a random comment from another character in your group (this applies to monsters and other people). You can also talk to store owners and innkeepers to engage their services.

TRAVELING

Overland travel takes a long time if you do so on foot. Beyond that, your hero can't cross mountains and rivers on his own. You need to find ways to travel over great distances without these limitations.

Ships are one of the first means of speeding travel. Lead your characters onto a usable ship by approaching the coast and then walking directly onto the vessel. This gives you control of the ship and your party can sail along rivers and into the deep ocean. Disembark by approaching the coastline and moving onto it. This leaves the vessel anchored where you left it.



Another means of travel is the Zoom spell. Your hero learns this after an event in Zoomingale, but some monsters learn it on their own by gaining levels. Zoom takes the entire party to a previously visited dungeon or city. Places that you've visited before learning the spell won't always show up, so you'll need to backtrack to a few areas to fill out your list of "Zoomable" locations.

You can't Zoom out of a dungeon or any underground area. You can, however, Zoom out of above-ground areas as long as there aren't monsters around.

A different spell is required to exit dungeons. This spell is called Evac. When used outside of combat, Evac instantly transports your party to the dungeon's entrance. Using Evac and Zoom together helps your party avoid long stretches of slow travel.

REGIONAL INFORMATION

Press the Y button when you're in town to access the regional map of the area. Press that button again to cycle through other types of information (i.e., the store inventories for the area).



MENUS AND OPTIONS

Press the X button outside of combat to access the main menu. From here, you can talk to allies in your party, use non-combative magic, use or move around items, examine areas for treasure, check character attributes, or enter the Miscellaneous Menu.

MAGIC



The Magic option lets you cast a spell from anyone in your main party (the first four characters/monsters in your group), or from those in the rear slots (the next four characters/monsters that travel with you). Healing spells are useful outside of battle because you can top off your party's health without wasting attacks. This is also a good time to cast Peep on items to learn more about them.

ITEMS

The Items tab allows you to search the party's inventory. It's possible to look through specific characters' items or look in the bag that contains all of your overflow items. From here, you can use an item to heal your group, try out items that remove status effects, or just shift around gear between characters.

You can only equip weapons and armor outside of combat. It's essential that you keep your party members outfitted in the best possible gear, so spend a few minutes checking your gear every now and then.



EXAMINE

This option lets you look at the ground under your characters' feet. You won't examine areas very often, but there are a few hidden items out there.

ATTRIBUTES

Select Attributes and highlight any of the characters in your party. The front page shows that character's name, equipment, experience total, their sex, level, and attributes. Press the A button while highlighting a character to see their list of spells and abilities.



THE MISCELLANEOUS MENU

This option opens a new menu with even more options. From here, you can use "Heal All" to instantly bring the party to full health. This is usually inefficient; it's not wise to top off the party unless a boss fight is coming. Still, this is a nice option to have when you don't want to micromanage your healers outside of combat.



“Equip” lets you completely switch around a specific character’s equipped items. You can’t do anything here that you couldn’t accomplish with the Item command, but this is more efficient for new characters/monsters that you are equipping because you can view the effects of multiple items very quickly.



“Line-Up” lets you reorganize which characters are in the combat party, while “Tactics” lets you give default commands for characters or monsters. Leave these options on “Follow Orders” if you want to manually control the character; otherwise, choose a default and let the computer decide which actions to take during battle. Note that this can be changed during combat, so you won’t hurt yourself by changing your mind halfway through the fight.

“Organize Items” sends all of a character’s non-essential items to the party’s bag. Do this periodically to clean up your inventories. “Sort Bag” allows you to organize the party’s bag by item type or in an alphabetical list.

“Battle Message Speed” controls the overall speed of combat. Leave a higher pause if you want the information to stay on screen and give you time to read. People who are raising their levels quickly usually prefer the fastest setting. The volume of the background music and sound effects can also be adjusted in this menu.

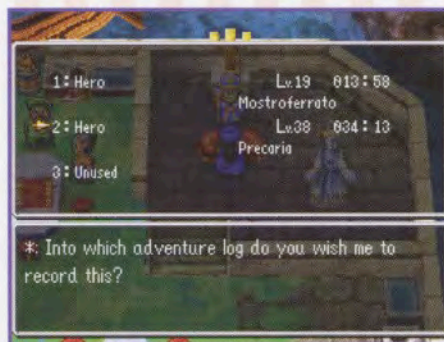
“Quick Save” records your game in a temporary save slot and suspends the game until you load that save file. This is only needed if you’re in the middle of a dungeon and don’t have time to Evac and save your game properly.

CHURCH FUNCTIONS

All towns show their devotion to the Goddess by having a church or at least an area where the devout can pray. Take your party there and speak to the presiding leader of the community. This opens a menu with several options.



CONFESSION (SAVE)



Confess to save your game. These saves are placed in one of three slots, so you can keep multiple recordings of your progress. There is one point in the second stage of the game that’s particularly good for a secondary save slot (because you make a fairly major choice). You could keep your primary progress in Save Slot 1 and leave a copy of the game in Save Slot 2 just before you make your choice.

RESURRECTION

Resurrection is a pricey service that brings a KO’d character or monster back from the dead. During the early stages of the game, this is an essential service because you won’t have healers with Zing or Kazing to raise the dead on your own. You also won’t have any Yggdrasil leaves (these are items that bring back the dead).



BENEDICTION

Benediction lifts the curse status effect from a chosen character. Curse is relatively rare, so you won’t use this very often. However, few healers learn how to remove curses on their own, so there is a time in mid game where Benediction comes in handy. There is a modest fee charged for this service.

DIVINATION

Divination lists the experience needed for each character to gain a new level.

PURIFICATION

Pay a small sum of gold to remove the poison status effect from someone in your party. This isn't as useful later in the game, because you learn the Squelch spell (an inexpensive spell that removes poison).

LEAVE

This closes the church menu, although you can also accomplish this by pressing the B button at any time.

ATTRIBUTES

Use the options menu to access the "Attributes" tab. From this spot, you can see the attributes of your characters at any time. The following explains what each attribute represents.



STRENGTH

Strength is the raw melee power of your character. This, combined with your weapon, determines the attack power of your character. Thus, strength is involved in raising melee attack damage; it does not affect the damage from spells or most abilities.

AGILITY

Agility determines how quickly your characters act. Nobody gets to act multiple times in combat just from having a high agility score, so this attribute may seem inconsequential. However, agility has a huge influence over your group's long-term survivability. Acting first creates more opportunities to heal your group, to defeat enemies before they attack, and prevent enemy spellcasters from completing their disruptive spells.

RESILIENCE

Resilience is the base defence value for a character. Raising resilience automatically improves defence, as does finding better armor to wear. Defence reduces the damage a character takes when struck by melee attacks; it doesn't, however, reduce damage from spells or most abilities.

WISDOM

Wisdom helps your characters resist magical effects. Many spells disrupt characters, lowering their chance to hit, stealing attacks from them, or otherwise weakening the targets. Having a high wisdom score helps to avoid these effects. Sadly, spells and abilities are impossible to resist except for monsters with elemental immunities.

LUCK

Luck raises a character's chances for landing critical hits in melee.

ATTACK

As mentioned previously, attack determines melee damage. Attack is a combination of values from a character's strength and his equipped weapon. When making a melee attack, the final damage from a hit is calculated by comparing the attacker's attack value and the victim's defence value.

DEFENCE

Defence determines how much damage a target takes when struck by a melee attack. Defence is the sum of a character's resilience and the values from all armor that they are wearing (i.e., chest piece, helm, and shield). Agility does not affect defence.

HIT POINTS

Hit Points (HP) reflect how much damage a character can take before getting KO'd. Melee attacks and certain abilities reduce a character's HP and certain traps outside of combat do this as well. Poisons also lower a character's HP over time.

If a character's HP drops to 0 (zero), then that character gets KO'd. Healing spells restore HP, but only Zing and Kazing can bring a character back from death. Thus, it's almost always better to heal characters before they get KO'd.

MAGIC POINTS

Magic Points (MP) are used to cast spells. Some characters don't learn any spells; thus, they don't need MP. MP are depleted by casting spells or by certain enemy attacks (e.g., Weird Dances). You can restore lost MP by resting at an inn or by using special items. Magic water, prayer rings, and elfin elixirs restore lost MP.

Characters with healing or direct damage spells use the most MP. Give those characters seeds of magic to raise their total MP and level them up as quickly as possible.

ABILITIES



Almost all characters and monsters learn abilities as they increase in level. Some abilities are innate; these natural attacks and breath weapons don't require MP to cast, so the characters who learn them can use them with impunity. Spells are abilities that cost MP.

The biggest dividing point within abilities is the line between combat and non-combat abilities. Non-combat abilities must be used when your party isn't being attacked; combat abilities only apply when there are hostile targets to use them on.

There is a middle ground here. A few spells are usable whether the group is engaged in combat or just walking around. Healing spells are always usable, as are spells that remove status effects.

RESTORATIVE ABILITIES

ABSORB MAGIC

COST	EFFECT
2 MP	Absorbs the MP of an incoming spell

Absorb Magic is cast on one member of the party. This surrounds the target with a shield that absorbs magic and turns it back into MP. Casters use this spell to restore lost MP. It's highly situational, though, because you need to fight enemies that cast offensive spells against your party. Use Absorb Magic for boss fights, when the length of the battles makes up for the risk of casting the spell and wasting a round.

DRAIN MAGIC

COST	EFFECT
Free	Steals MP from a single enemy (5-11 MP)

Drain Magic is quite a powerful spell. First, Drain Magic reliably draws enough MP from its targets to be worth your while. Healers with Drain Magic should siphon MP to help your party on long dungeon runs. In addition, target enemy casters with low Magic Point totals to steal their magic and prevent them from casting.



FULLHEAL

COST	EFFECT
7 MP	Restores all HP to a single ally

Fullheal is often far more effective than Midheal, because their costs are similar and Fullheal has the potential to cure far more damage. Only when you first get the spell is it worthwhile to consider Midheal.

HEAL

COST	EFFECT
3 MP	Restores at least 30 HP to a single ally

Heal is the lowest tier of healing magic. It's capable of only restoring 30 HP and the cost is actually rather high compared to later healing spells.

KAZING

COST	EFFECT
20 MP	Resurrects a fallen ally to full health

Kazing is an amazingly useful spell. It allows you to resurrect KO'd characters, instantly restoring them to full health. There is no chance of failure (unlike Zing, the lower-tier version) and the additional cost in MP is trivial in comparison to the spell's utility.



KERPLUNK

COST	EFFECT
All MP	Sacrifices the caster's life to Resurrect all other party members

Kerplunk is sort of a last resort healing spell, as the caster gets KO'd as soon as the spell is cast. In return, all members of the party are resurrected and everyone is brought to full health. Keep a person in the rear lines of your party who knows Kerplunk and use him or her to salvage the battle when your party is near death.

MEDITATION

COST	EFFECT
Free	Become at one with the self to regain strength (restores 500 HP to the caster)

Meditation is a rare ability that a few monsters learn at rather high levels. By concentrating for one round, the creature can restore a huge amount of their own health. This is useful for reducing the load on your healers.

MIDHEAL

COST	EFFECT
5 MP	Heals at least 75 HP to a single ally

Midheal quickly replaces Heal as a standard means of restoration. This spell restores about 2.5 times as much health and it only costs about two-thirds more MP. This spell is far superior both in and out of battle.

MULTIHEAL

COST	EFFECT
18 MP	Restores at least 75 HP to everyone in the party

Multiheal is a life-saving spell that casts a Midheal for everyone in the party (including characters in the back row). Although costly in terms of MP, Multiheal is very efficient if all four of your frontline characters sustain injuries at the same time. Boss fights in the late game are almost defined by group damage, so it's hard to survive without the use of this amazing spell.

OMNIHEAL

COST	EFFECT
36 MP	Restores all HP to all party members

Omniheal is as powerful as a healing spell gets, with the possible exception of Kerplunk. Casting this spell restores everyone in the party to full health as long as they're still alive. Only a few monsters learn this spell, so it's possible to play the entire game without having access to it.

SHEEN

COST	EFFECT
10 MP	Lifts a curse from a single ally

Sheen removes the curse status effect from an ally. Although a tad high on MP cost, you stand to benefit from casting this as soon as you finish a battle. Once a curse sticks, it lasts until it's cured at a church or removed with Sheen.

SQUELCH

COST	EFFECT
2 MP	Cures a single ally of the effects of poison

Squelch removes poison from an ally. It's learned at low levels and is cheap to cast, and there's no reason not to use it when characters are affected by Poison.

TINGLE

COST	EFFECT
2 MP	Cures all party members of the effects of paralysis

Tingle removes Paralysis from all characters at a minimal MP cost. It's an instant game over if all of your characters get paralyzed, so Tingle is a life saver in some dungeons.

ZING

COST	EFFECT
10 MP	Occasionally resurrects a fallen ally with half HP restored

Zing is the first resurrection spell that you encounter in the game. It's important to note that Zing can fail and often does. This makes it risky for in-battle use. Also, Zinged characters come back with only half health.

SUPPORTIVE ABILITIES

BOUNCE

COST	EFFECT
4 MP	Forms a protective barrier that reflects all spells



Bounce is a situational spell that helps your group avoid incoming effects and turn them against enemy casters. This spell works against a variety of disruptive spells. You can only cast Bounce on one party member at a time, so it's usually not feasible to protect everyone in the group except during longer encounters (i.e., boss fights).

Don't use Bounce if enemies have Disruptive Wave; it takes too long to cast Bounce and the Disruptive Wave negates the utility of this spell.

BUFF

COST	EFFECT
2 MP	Raises the defence of a single party member

Buff raises the defence attribute of a single party member. It increases that character's resistance to melee damage, but does nothing to protect him or her from spell or ability damage. This spell is very valuable during large wandering encounters, as well as during boss fights.

HOLY PROTECTION

COST	EFFECT
4 MP	Generates a holy aura that keeps weaker monsters away

Holy Protection is one of several means to avoid random encounters. You shouldn't use Holy Protection unless your party is low on MP and really needs to avoid unnecessary encounters.



INSULATE

COST	EFFECT
3 MP	Protects all party members from fire- or ice-based attacks

You couldn't ask for a much better defensive spell than Insulate. This protective spell blocks roughly half of the damage from fire- and ice-based attacks. It affects your entire group with only one casting and the MP cost is low. Use this spell in any random encounter or boss fight where elemental attacks and abilities are common.

KABUFF

COST	EFFECT
3 MP	Raises the defence of all party members

This is the improved version of the Buff spell. Your entire group receives a bonus to their defence, making it much harder for enemies to KO them with melee attacks. Use this during all large random encounters and boss fights to ensure that your healers aren't overworked. This also works to counter the effects of Kasap.

NOSE FOR TREASURE

COST	EFFECT
Free	Reports the number of nearby treasures



Only a few characters/monsters learn this ability. Nose for Treasure indicates how many treasure chests remain in the current area. Note that it doesn't cost any MP to use Nose for Treasure.

OOMPH

COST	EFFECT
6 MP	Doubles the attack power of a single party member

Oomph is one of the most deadly spells in the game. The effect of Oomph doubles the melee damage of a given character until the end of the fight or until the ability is negated (by Disruptive Wave or a similar ability). Oomph is usually worth casting in large fights and it's always effective in boss fights. In fact, you should have a caster Oomph every melee attacker in the party during these major battles.

PADFOOT

COST	EFFECT
Free	Lowers the risk of being detected by monsters for a while

Padfoot is similar to the Holy Protection spell, but you don't use MP when casting it and even more powerful monsters are affected by the ability. Only a few characters/monsters learn Padfoot. As with Holy Protection, this is only useful when your group is badly injured and needs to avoid fighting.

PEEP

COST	EFFECT
3 MP	Analyzes items and treasure chests



Peep reveals more information about the items you're carrying. Access your characters' inventories and look at various item. Select those items and cast Peep from the menu to learn more about the item in question.

Another use of Peep is to examine unopened chests. Stand in front of an unopened chest and cast Peep to reveal if the chest is a mimic.

SAFE PASSAGE

COST	EFFECT
2 MP	Travel with impunity across terrain that would otherwise cause harm

Safe Passage doesn't come into play often, but it's nice to have in certain dungeons. Cast Safe Passage before crossing purple spots on the ground, which are toxic areas that deal damage to the party with every step you take.



STORYTELLER

COST	EFFECT
4 MP	Reveals which level of a building or dungeon the user is currently on



Storyteller is one of the rarest abilities in the game. Cast this spell to find out which level your party is on while traveling through dungeons. Maps negate most of the functionality of this spell, but people who aren't using maps can gain a lot from it.

TICK-TOCK

COST	EFFECT
4 MP	Summons night during day, and day during night



You can cast this spell to switch the day-night cycle. There are towns in which stores are only open at given times, and this spell lets you access those locations right away.

WHISTLE

COST	EFFECT
Free	Summons monsters with a whistle (instantly begins a random encounter, where applicable)

Use Whistle to trigger instant battles in any hostile location. Players who want to quickly raise their party's levels will go nuts with Whistle!

TRAVEL ABILITIES

EVAC

COST	EFFECT
8 MP	Exit instantly from dungeons, caves, and towers

Evac pulls your party out of the dungeon or tower that they're currently exploring. You won't have to fight your way out. Evac doesn't work if there are plot events that are set in motion, and it doesn't work in towns or safe areas either. Combine this spell with Zoom to return to towns at maximum speed.

ZOOM

COST	EFFECT
8 MP	Returns instantly to various previously visited locations (doesn't work when underground or inside dungeons)



Zoom can only be used when your party is above ground and in the wilderness or a town setting. This spell takes your party to a town or dungeon area that you've already visited. Zoom has an added bonus in that it brings ships and other such vessels along for the ride.

DAMAGE ABILITIES

BANG

COST	EFFECT
5 MP	Damages all enemies with a small explosion (dealing 20-30 damage)

Bang is the lowest tier of the explosion spells. It causes damage to all enemies in all groups and it isn't elementally based (so nothing in the game is highly resistant to it). The larger the encounter, the more efficient this spell becomes.

BODY SLAM

COST	EFFECT
Free	Sacrifices the self to slam the enemy senseless

Body Slam causes the caster to get KO'd as soon as the spell activates. In return, the caster deals a substantial amount of physical damage to a single enemy. Body Slam gets the job done when you need a hit against a boss and are willing to sacrifice someone to do it.

BOOM

COST	EFFECT
8 MP	Engulfs all enemies in a large explosion (dealing 52-68 damage)



This upgraded explosion spell deals much more damage than Bang. It can damage creatures regardless of their elemental resistances, plus the overall efficiency of this spell is much higher.

C-C-COLD BREATH

COST	EFFECT
Free	A ch-chokingly ch-ch-chilly breath attack (dealing 120-140 damage to all enemies)



C-C-Cold Breath is a high-end ability that deals damage to all enemies on the field. Since this is a breath weapon, it doesn't consume MP with each use. Monsters with C-C-Cold Breath are amazingly good at clearing random encounters, especially in long dungeons.

COOL BREATH

COST	EFFECT
Free	A chilly breath attack (dealing 13-16 damage to all enemies)

This breath weapon deals modest damage. In fact, it's often better to melee a target and try to kill individual targets rather than lightly wound several of them with Cool Breath. Enemies with ice resistance take less damage from Cool Breath.

CRACK

COST	EFFECT
3 MP	Pierces a single enemy with razor-sharp icicles (dealing 25-35 ice damage)

This single-target ice spell does enough damage to justify its use during the early stages of the game, although few creatures learn how to cast it. Enemies with ice resistance take less damage from Crack.

CRACKLE

COST	EFFECT
5 MP	Rips into a group of enemies with sharp icicles (deals 42-58 ice damage)



Crackle inflicts more damage than many of the low-level ice spells, plus it hits entire groups. Use this spell during the middle part of the game to wound large groups of enemies while other characters eliminate the damaged foes. Enemies with ice resistance take less damage from Crackle.

FIRE BREATH

COST	EFFECT
Free	A fiery breath attack (dealing 6-10 damage to all enemies)

Fire Breath deals minimal damage to all enemies on the field. A benefit of using Fire Breath is that it doesn't cost MP to use. Enemies with fire resistance take less damage from Fire Breath.

FLAME BREATH

COST	EFFECT
Free	A fiery breath attack (dealing 40-60 damage to all enemies)

This upgraded breath weapon deals far more damage than Fire Breath. During the middle portion of the game, this is a worthwhile attack spell that damages groups of monsters. Enemies with fire resistance take less damage from Flame Breath.

FREEZING BLIZZARD

COST	EFFECT
Free	A chafingly chilly breath attack (dealing 50-60 damage to all enemies)

Freezing Blizzard is a great ability to use in conjunction with Boom. Although this spell does slightly less damage and suffers from ice resistances, its lack of MP cost more than makes up for any shortcomings.

FRIZZ

COST	EFFECT
2 MP	Singes a single enemy with a small fireball (dealing 12-15 damage)

Frizz is the weakest of all fire spells. It causes only minor damage to a single target. Although its MP cost is low, you likely won't use this spell for very long. There are often melee attacks (even for your casters) that do more damage and are much more effective.

FRIZZLE

COST	EFFECT
4 MP	Burns a single enemy with a large fireball (dealing 70-90 damage)

Frizzle hits hard enough to give fire casters a spot in boss fights. Wait until your casters finish using support and disruptive magic, then turn to Frizzle and similar spells for direct damage. Frizzle does less damage against enemies with fire resistance.

INFERNO

COST	EFFECT
Free	A ferociously fiery breath attack (dealing 65-85 damage to all enemies)

This improved fire breath spell does heavy damage and hits all groups of monsters. It's usually worthwhile to use this ability as an opener any time you are fighting more than two enemies. Fire-resistant enemies take less damage from Inferno.

KABOOM

COST	EFFECT
15 MP	Blasts all enemies with an incredibly violent explosion (dealing 120-160 damage)



Kaboom is the ultimate explosion spell! All enemies in every group take damage and only creatures with special protections are resistant to its damage. Use Kaboom to open against large random encounters!

KACRACKLE

COST	EFFECT
12 MP	Lacerates all enemies with a raw volley of rasping ice (dealing 80-104 ice damage)



This ice spell has been upgraded to do far more damage. Although somewhat costly, and far inferior to spells like Kaboom, this is a good option while you are leveling mages with superior group-targeting spells. Kacrackle does less damage to enemies that are resistant to ice.

KAFRIZZLE

COST	EFFECT
10 MP	Incinerates a single enemy with an enormous fireball (dealing 180-200 damage)



Kafrizzle is a superior spell. Although other spells may cause more damage, you won't get many characters or monsters that can cast them. Use this spell to defeat enemies with massive HP.

KAMIKAZEE

COST	EFFECT
1 MP	Go out with a bang, and have a blast doing it (KOs the caster but deals heavy damage to all enemies)

Kamikazee inflicts lots of damage. In fact, you can think of this as a 21- MP spell, as long as you have a separate character with Kazing. Kamikazee does extreme damage to all targets and has a chance to automatically KO some enemies. You can always resurrect a fallen ally after the battle, so there's no need to feel like this spell's cost is permanent.

KASIZZLE

COST	EFFECT
10 MP	Scorches a group of enemies with blazing hellfire (doing 88-112 damage)



As with Kacrackle, this is a high-end group spell. You are much better served by finding a caster with Kaboom, but this spell serves in a pinch. Enemies resistant to fire take less damage from Kasizzle.

KASWOOSH

COST	EFFECT
8 MP	Slices through a group of enemies with a ferocious whirlwind (dealing 80-180 damage)

Physical characters and some monsters learn this line of spells. Kaswoosh is the strongest of the group and its damage is substantial. Almost everyone who learns Kaswoosh is a low-MP creature, although your hero is an exception to the rule.



KAZAP

COST	EFFECT
15 MP	Calls down powerful thunderbolts on a group of enemies (dealing 175-225 damage)



Kazap topples even the mighty Kaboom from its damage throne. Use Kaboom when there are multiple groups of foes, and Kazap when a single group of enemies is larger.

KAZAPPLE

COST	EFFECT
10 MP each	Draws on the party's combined power to zap a single enemy (dealing 300-350 damage)

The numbers say it all. Kazapple is the best spell in the game for reliably dropping high-end targets. Use it during smaller encounters and boss fights. The spell draws on the MP of the entire combat party, so you must have four characters on the front lines who have at least 10 MP to cast the spell.

LIGHTNING

COST	EFFECT
Free	Calls down lightning to hit the enemy (dealing 50-70 damage)

Lightning is a natural damage spell learned by only a few monsters. Its moderate damage total isn't quite high enough to recommend it for heavy use, but Lightning is good enough to use against groups of three or more targets.

PUFF!

COST	EFFECT
18 MP	Transform into a fire-breathing dragon (you lose control of the character but they deal 60+ fire damage every round to all enemies)



Puff! is very efficient when you look at the total damage it can inflict. Your caster breathes each round, making life rather difficult for large groups of enemies. However, the damage in any single round is rather low compared to other high-end spells. This makes Puff! inferior for boss fights where maximum output is more important than efficiency.

SCORCH

COST	EFFECT
Free	A scorching inferno of burning breath (dealing 150-170 damage to all enemies)

The final fire breath is perfect; it causes a ton of damage to all targets. Get a creature with Scorch and you'll never look back. Cast this on the first round of every random encounter against enemies that aren't resistant to fire.

SIZZ

COST	EFFECT
4 MP	Singes a group of enemies with a blazing fire (doing 16-24 damage)

Sizz doesn't cause too much damage, but it's more than good enough to use against medium-sized and larger groups.

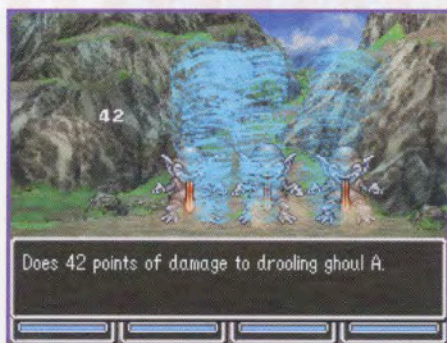
SIZZLE

COST	EFFECT
6 MP	Burns a group of enemies with a blazing wall of fire (doing 30-42 damage)

This upgraded spell does a moderate amount of damage to targets. You'll often find fire casters better for support spells and disruptive magic; doing damage to enemy groups is easier for many monsters and characters.

SWOOSH

COST	EFFECT
4 MP	Slices through a group of enemies with a more powerful whirlwind (dealing 25-55 damage)



Swoosh is an efficient damage dealer against groups of foes. The mix of low MP cost and a spell that few creatures resist makes it quite impressive.

WOOSH

COST	EFFECT
2 MP	Slices through a group of enemies with a small whirlwind (dealing 8-24 damage)

Woosh is the lowest spell on the wind chain. Dwarfed badly by the other spells, there aren't a lot of uses for Woosh. In fact, some boomerangs will cause more damage, hit more targets, and don't cost MP.

ZAP

COST	EFFECT
6 MP	Calls down lightning on all enemies (dealing 70-90 damage)

Zap is a solid damage spell that hits for high damage. It's a rare spell; many lightning casters learn the higher tiers of lightning magic and jump right past Zap.

DISRUPTIVE MAGIC

BANISH TO WAGON

COST	EFFECT
N/A	Throws one of your people back into the wagon

Some monsters charge at your party and knock people back into the wagon. Remember to reform your party as soon as possible to ensure that you have four people in combat.

BURNING BREATH

COST	EFFECT
Free	Attempts to paralyze an enemy group with a torrid sigh

Burning Breath is a fun ability for crowd control. Use it when your recruited monsters are having trouble KO'ing large groups of foes early in the fight. Burning Breath gives the rest of your party time to KO targets without taking as much damage.

CHANGE TACTICS

COST	EFFECT
N/A	This forces characters and monsters onto random AI tracks



Everyone affected by this ability is given a random tactical assignment for their next combat round and beyond. Your hero is immune to these effects, though. Stop at the beginning of the next round and change all of the tactics back to their previous selections if this affects your party.

CLOSE WAGON

COST	EFFECT
N/A	Prevents you from changing your character line-up

On occasion, monsters will keep your party locked in its current configuration. This doesn't usually happen during boss fights, but even in random encounters it can be frustrating.

DANCE FEVER

COST	EFFECT
N/A	Causes affected party members to lose their attacks

Some monsters distract the party with their cool dancing. The effects are frustrating, but you rarely end up with more than a single character affected, even if the monsters get two or three rounds using their ability.

DAZZLE

COST	EFFECT
4 MP	Envelops a group of enemies in illusions (reducing their accuracy)



Dazzle is a good disruptive ability to use early in the game. Use it to frustrate melee enemies that deal high damage.

DAZZLEFLASH

COST	EFFECT
Free	Blinds the enemy with a bright flash of light

Dazzleflash is a similar ability to Dazzle, although it is learned naturally by some monsters and doesn't cost MP to cast. Use it against melee targets to decrease their odds of striking the party.

DISRUPTIVE WAVE

COST	EFFECT
Free	Eliminates all magic effects



Use this rare ability to strip powerful effects from your enemies. When monsters cast Bounce, Buff, and Oomph on themselves, put a monster with Disruptive Wave in your party and knock those effects right off!

FIZZLE

COST	EFFECT
3 MP	Prevents the enemy from using magic

This spell doesn't usually work against powerful enemies, but casters won't resist it very often. Cast Fizzle on enemy damage casters or creatures with nasty special abilities.

FLEE

COST	EFFECT
N/A	Ends combat for the affected targets

Your party can run at the beginning of each combat round. There are certain monsters that have the same option, although each monster decides individually whether or not it will flee. Metal slimes and their kin are most commonly known for their cowardice, but a number of creatures are prone to flee battles.

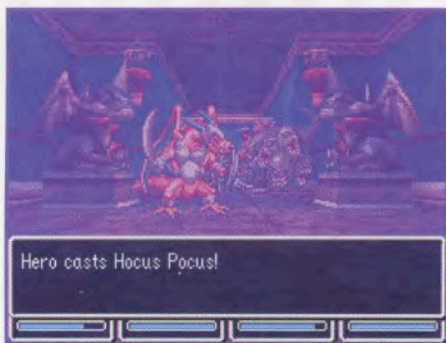
FUDDLE

COST	EFFECT
5 MP	Sends a group of enemies into a state of confusion

Fuddle offers a more volatile form of crowd control than most spells and abilities. Affected enemies become confused. Confused creatures still act, but their actions are highly erratic. Sometimes confused enemies attack correctly; other times they do nothing or attack each other. Confused foes may even flee. Use Fuddle against large groups.

HOCUS POCUS

COST	EFFECT
20 MP	Take a chance with Lady Luck! Only she knows what will happen (random)



Hocus Pocus can do a number of things to alter the outcome of a battle, but it's impossible to know what will happen. Possible effects include confusion for characters and monsters alike, increased damage

output, and Fullheals for all participants. Hocus Pocus is not a good spell to use against bosses. Instead, this is a good spell for hunting higher-difficulty slimes (e.g., metal king slimes).

KASAP

COST	EFFECT
4 MP	Reduces the defence of a group of enemies



Kasap is a disruptive spell that lowers the defence of all affected enemies. This leads to them taking more damage from melee attacks. Kasap can be cast on the same targets multiple times to increase its effect,

leading to an extreme boost in damage. Use this ability frequently in boss fights.

KASNOOZE

COST	EFFECT
5 MP	Puts a group of enemies to sleep...most of the time

Use Kasnooze to put groups to sleep and give your party more time to KO individual targets without taking damage. Although more expensive than a number of alternate disruptive abilities, Kasnooze is powerful enough to last for multiple rounds.

PARALYSIS ATTACK

COST	EFFECT
Free	A debilitating attack that attempts to stop an enemy in their tracks (does damage and causes paralysis)

Paralysis Attack only affects a single target, but it has two advantages. First, it's free! Second, the attack still causes damage to your enemy. This makes it one of the few disruptive powers that also contributes to group damage.

PLACE CURSE

COST	EFFECT
N/A	Has a chance to place a curse on one of your characters

Curses aren't as disruptive as paralysis, death effects, and so forth. They also have a chance to persist after the end of combat, making them long lasting in some situations. Use the Sheen spell to remove these effects.

POISON ATTACK

COST	EFFECT
Free	An attack laced with hidden poison

Poison Attack doesn't affect creatures quickly enough to be worthwhile except in boss fights (some bosses aren't affected by poison). Don't use this in random encounters, because it's much easier to KO the enemies outright.

POISON BREATH

COST	EFFECT
Free	Attempts to poison a group of enemies

Although this attack has a chance to affect an entire group, it still suffers from the disadvantages of Poison Attack. Most enemies are killed so quickly that it's not worth the time to poison them. Only use Poison Breath in fights that will last more than two rounds.

POOF

COST	EFFECT
1 MP	Makes a group of enemies vanish in a poof of light (no experience granted)



Poof automatically forces enemies out of combat. It doesn't work against bosses, though, plus you don't get EXP for enemies that are affected by the spell. Still, this spell is inexpensive to use.

SAP

COST	EFFECT
3 MP	Reduces the defence of a single enemy

Sap is a single-target version of Kasap. This isn't actually a problem, because Kasap's most frequent use is during boss fights and those often have just a single target. If you have a choice, use Sap because it's cheaper to cast.

SLEEP ATTACK

COST	EFFECT
Free	An attack that attempts to induce drowsiness

Snooze and Kasnooze have similar effects to this attack, but Sleep Attack is free and only goes after a single target.

SNOOZE

COST	EFFECT
3 MP	Attempts to put a group of enemies to sleep



Snooze is one of the easier multi-round disruption spells to cast. Snooze doesn't cost much MP to cast and has a reasonable chance of working against at least one or two targets. Use it early in a fight to reduce incoming damage against your party.

SPOOKY AURA

COST	EFFECT
Free	Emits a mysterious glow that helps spells to find their targets more easily

Spooky Aura is a strange ability. Once this effect sticks to your target, they lose some of their resistance to other magical effects. This has no value in random encounters, because it takes a long time to pull off such a combination. During boss battles, though, you can set up a long chain of Saps and additional abilities this way. Don't put a monster in the party specifically for Spooky Aura; the ability is too situational to be worth such a massive investment.

SULTRY DANCE

COST	EFFECT
Free	An infectious step that woos the enemy into tripping the light fantastic (causing them to lose their turns)

Sultry Dance causes a similar level of disruption compared to Snooze, but enemies don't break out of their dancing when they take damage.

SUMMON ALLIES

COST	EFFECT
N/A	Summons new monsters to the fray

Some monsters call more of their own species or can summon creatures of other monster types. If you want to gain as much EXP as possible, it's best to KO the incoming creatures and any other additional targets before going after the summoners. The most common variety of summoner is the Beastmaster.

SWEET BREATH

COST	EFFECT
Free	Lulls the enemy to sleep with a honey-like exhalation



This ability is quite similar to Snooze, but you don't have to use MP to trigger it. Sweet Breath is very nice to have, and it's worth using in many random encounters. Put large groups to sleep and wait away on them before they wake up.

THWACK

COST	EFFECT
7 MP	An incantation that tries to send a group of enemies to the hereafter



Thwack is easier to resist than some disruptive spells, but its effects are quite brutal; Thwacked enemies are KO'd instantly if they fail to resist the spell. Use Thwack against groups of enemies with higher HP and defence totals.

TONGUE LASHING

COST	EFFECT
Free	A slobbery lick to make the enemy cower

Tongue Lashing doesn't have much value past the early stages of the game. Most disruptive abilities affect more targets or provide stronger effects. When used, this spell induces fear in the victim.

VENOM MIST

COST	EFFECT
Free	Envenomates the enemy

Venom abilities inflict much more damage over time than poison effects. Most random encounters are still too short for it, but any foe that takes multiple rounds to kill is ideal. Turtle- and Hippo-type enemies are good targets for Venom Mist because of their survivability.

WAR CRY

COST	EFFECT
Free	A booming yell to make the enemies cower in fear (causes 1 round of inactivity)



Although War Cry only stops enemies for a single round, it's still an effective disruptive ability. Enemies that fail their resistance check lose their attacks and most groups have a high rate of failure.

WEIRD DANCE

COST	EFFECT
Free	Lowers the enemy's MP (minus 1-2 MP)

Weird Dance doesn't really help your party; this version of the dance ability is simply too weak to stop enemy casters before they can cast their spells.

WEIRDER DANCE

COST	EFFECT
Free	Lowers the enemy's MP (minus 3-5 MP)

This second-generation dance reduces enemy MP enough to prevent some casters from casting, but most will still use their abilities in the first round. Think of Weirder Dance as being the situational version of the trio.

WEIRDEST DANCE

COST	EFFECT
Free	Lowers the enemy's MP (minus 7-11 MP)

Weirdest Dance reliably lowers enough MP to disrupt enemy casters. Use this in the first round to prevent enemy casting; it's even better than Fizzle because you won't waste your own MP.

WHACK

COST	EFFECT
4 MP	A cursed incantation that attempts to send an enemy to the hereafter

Whack automatically KO's a single enemy if the foe fails a resistance check. Thwack overcomes its unreliability by providing multiple chances for free kills. Without that opportunity, Whack is just a mediocre spell that is more dangerous when used against your party!

MELEE ABILITIES

FOCUS STRENGTH

COST	EFFECT
Free	Focus the fighting spirit to strike with redoubled force on the next attack

Focus Strength uses your character/monster's attack round to increase their melee damage for the next strike. This ability gives the rest of your group time to cast their support and disruptive spells. Have one character cast Oomph on the character who's using Focus Strength. Then, have another character Sap the enemy targets. The end result is a hit with major damage behind it! This ability is especially useful against bosses! Also, enemies with high defence scores are brought down much faster with one focused attack than with two normal hits.

FRENZY

COST	EFFECT
Free	An indiscriminate attack against friend and foe alike (randomly attacks a single target)

Frenzy does a lot more damage than a regular hit, but it's completely out of control. Your allied monster has just as much chance of hitting a buddy as an enemy. Use Frenzy to win fights faster when they're already in the bag or to pull off a KO when your group is on the ropes.

GUARD

COST	EFFECT
Free	Reduces damage from all sources during the remainder of the combat round

Guard is available as a natural combat function (called "Defend" in the hero's party combat menu). Select it from the combat menu to reduce incoming damage for one character/monster in your party that round. This gives healers more time to act. Avoid going after enemies that guard frequently; dispose of their buddies before going for the inactive foes.

MASSIVE HIT

COST	EFFECT
N/A	Monsters use this to achieve critical hits of their own

Some enemies can strike for extra damage from time to time. These are some of the most dangerous targets to fight in melee, because they can take down characters in a single swipe. Remember to keep your party healed when fighting monsters that have Massive Hit (e.g., Gigantes).

MUSTER STRENGTH

COST	EFFECT
Free	Save up energy to bolster the next attack

Muster Strength is very similar to Focus Strength. This ability is slightly reduced in effectiveness, but still works well. Build up your heavy melee characters while Sapping enemies and using Oomph to double your character's damage. The end result is a hit that can literally cause about five times as much damage as a normal attack!

STATUS EFFECTS

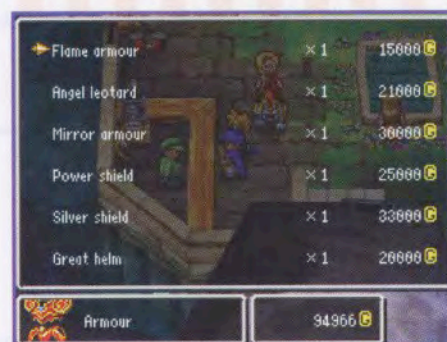
The following table lists the status effects in the game.

STATUS EFFECT	CURED BY	AFFECT ON VICTIM
Afraid	Nothing	Affected characters lose attacks (wears off quickly)
Blinded	Nothing	Affected characters have greatly reduced accuracy in melee combat (wears off over time)
Confused	Nothing	Affected characters may lose attacks, hurt themselves, or harm other members of the party (wears off over time)
Cursed	Sheen	Can cause the character to lose actions or take damage while attacking
Dancing	Nothing	Affected characters lose attacks (wears off over time)
Death	Zing/Kazing	Dead characters can't act
Envenomed	Squelch	Causes greater HP loss every round and outside of combat
Fizzled	Nothing	Affected characters cannot cast spells until the effect wears off
Paralyzed	Tingle	Characters cannot act at all until the condition is cured
Poisoned	Squelch	Causes HP loss every round and outside of combat
Sapped	Buff	Sapped characters take more damage from melee attacks
Sleeping	Nothing	Affected characters lose attacks (has a chance to wear off every round; damage increases chance of waking)

WEAPONS, ARMOR, & ITEMS

The best parties combine an elite force of characters and monsters with the finest gear in the game. In this section, you can learn how to make the most of your money, where to search for better items, and how to save for the future.

BUYING AND SELLING ITEMS



Standard equipment is purchased from stores. Item stores sell things that cure status effects, restore a modest amount of health, and so forth. Weapon shops upgrade your group's offensive options, and armour shops let you purchase helms, shields, and full suits of armor.

CHOOSING YOUR EQUIPMENT



It's usually clear which equipment to buy; most upgrades are decisively better if they cost more. Weapons with a higher attack score are often superior, while armor with more defence is as well. Still, you should look at all the factors before deciding what to use on your characters.

Peripheral factors include the following: number of targets a weapon hits with each attack, what resistances an armor piece provides to elemental damage, and whether an item casts spells when used in battle. Use Peep to help find out more about the items in your inventory, but the real proof is in combat testing. Try out the equipment you find and see how much you like it in actual battle.

MAKING MONEY



There are violent monsters wandering all around the countryside and all of them are worth a pile of gold. Create your group for maximum offense and head out to fight everything in your path.

Swing the odds in your favor by looking at the creatures in the local wilderness and dungeons. Search for targets with higher gold tallies and fight in those locations. For instance, goodybags are worth a king's ransom in gold.

SEARCHING FOR TREASURE

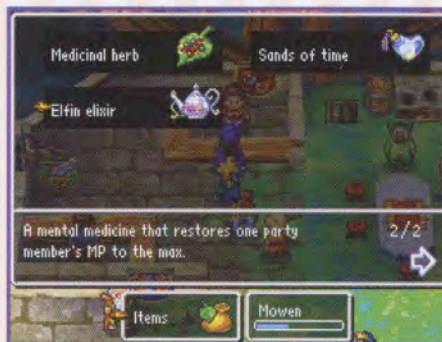


Many of the best items in the game aren't available unless you search carefully in every nook and cranny. The maps in this guide reveal the locations of these powerful items. Both optional dungeons

(the Mantleplace and Estark's Labyrinth) have wonderful gear, and people who search for mini medals always receive great rewards.

WHAT GOES IN YOUR INVENTORY AND YOUR BAG

Use your party's bag for quest items and duplicates of restorative pieces. Give each character and monster their full lineup of equipment and at least one healing or MP-restoring item.



Purchase items that remove status effects and keep several of them in your party's bag. Take these out and give them to characters if you notice that a dungeon has a high number of enemies that rely on such status effects.

USING THE BANK



The bank protects your gold in the event that your party gets KO'd. Normally you'd lose half of your cash, but the bank ensures that your money stays right where it should.

WHAT ARE MINI MEDALS?

Mini medals are collectible items that are found in chests and pots throughout the world. There are a set number of these hidden away, but you can get more by fighting mimics, urnexpecteds, and other enemies. Turn mini medals in to King Dominicus to get extremely powerful items.

ARE KNICK KNACKS IMPORTANT?



There are quite a few collectible items in the game that don't seem to do anything at first. These pieces are usually odd, artistic, or sentimental. Once you reach the high seas, it's possible to sail south. There is

a building on an island in the south called the Knick-knackatory. This is a museum of sorts where collectible items are stored. A full list of these items is provided later in the book.

Building an Army



Early in the game, there aren't many choices regarding your companions. Later, the game expands in scope until it's easy to have a variety of friends. Eventually, you can take up to four characters besides

your hero into battle and have up to eight companions in all! Characters are recruited as the story progresses, but monsters join your team as well. These creatures are recruited not as part of the plot, but instead through the course of battle. Defeating monsters quickly and frequently provides the rare opportunity to bring some of them into your party on a permanent basis.



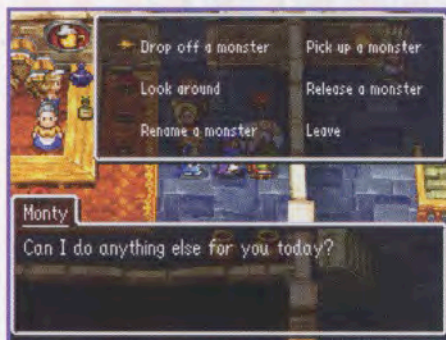
This option occurs as soon as you purchase the wagon from the curio dealer in northwestern Fortuna. You can't purchase this item during the day, so travel to Fortuna at night to buy it. The

wagon allows you to keep up to eight members in your party instead of four and monsters can join at any time after you have the wagon.

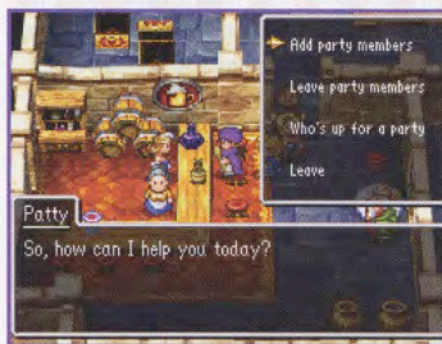
RECRUITING MONSTERS

Look at the Local Flora and Fauna lists throughout the walkthrough in this guide to see which monsters are found in a given area. Monsters with hearts near their name can be recruited. The more hearts you see the easier it is to recruit the beast. Really friendly creatures are going to join your group somewhat often; defeat a dozen groups of those enemies and you're likely to have one sign up.

A famous monster keeper named Monty has houses throughout the world. He takes care of recruited creatures when your party is full. You can swap monsters in and out of your wagon at any time. Monsters that stay with Monty do not gain experience from victories in combat, but they don't get any weaker either.



THE PARTY PLANNER



In the later stage of the game, you meet a party planner in the city of Gotha. She lets you swap characters in and out of your party. You don't need characters besides your hero except in a few cases, but there are some powerful people out

there who are willing to help out. Refer to the Characters chapter ("We Meet Our Heroes") to see what each person is capable of doing.

The Art of War

We've saved the best part for last. It's time to discuss combat! This section explains the tactical elements of combat and party organization.

BEFORE THE COMBAT ROUND



Combat begins each time your party encounters an enemy group. There isn't a chance to talk things out; this is a fight for your life. Losing costs your party half of their gold on hand and who wants to deal with that!

The first phase of combat is party based. Decide whether your group needs reorganization, tactical changes, or flight. If not, select fight and move forward from there. Each of these options is discussed below.

FIGHT

Selecting "Fight" takes the party through each of the four frontline characters, getting commands from each (unless some of the characters are set for AI control). If you change your mind and want to reselect Party/Tactics/Flee, press the B button to back up.

PARTY



This command becomes useful after your party has purchased the wagon and started to recruit monsters. Selecting "Party" lets you switch around the members of your front line. Bring extra healers to the front

in times of crisis. Put casters away when they're done disrupting the enemy and supporting your melee fighters. Shift around monsters and characters that have run out of MP.

Your group isn't always allowed to change its line-up. This feature can be blocked by certain monsters, and it's also unavailable in a few of the dungeons later in the game.

TACTICS

This command lets you change whether each character is given orders individually. Once you give characters tactical commands, they will act on their own and follow your guidelines.

You can change the tactics for the entire party by selecting the wagon icon. Or, you can select individual members of the front line and switch their orders.



Tactical Commands

NAME	EFFECT
Show No Mercy	The character attacks and uses MP with impunity
Fight Wisely	A balanced tactic that mixes disruptive spells, damaging abilities, and melee attacks
Watch My Back	The character tries to play defensively and heals the group as needed
Don't Use Magic	Puts the character into melee-only mode
Focus On Healing	The character uses whatever healing abilities they've learned to keep the group fighting
Follow Orders	Puts the character under your direct control (usually ideal)

FLEE

Flee attempts to get your group away from their enemies. If it is successful, the fight ends immediately. When it fails, you will suffer an entire round of attacks from your enemies.

CHARACTER ACTIONS

Characters have their own options: attack, use magical abilities, use items, or defend themselves from damage. Press the B button to back up if you want to change any of your characters' actions, but once you select the last character's action, the combat round moves forward.

ATTACK

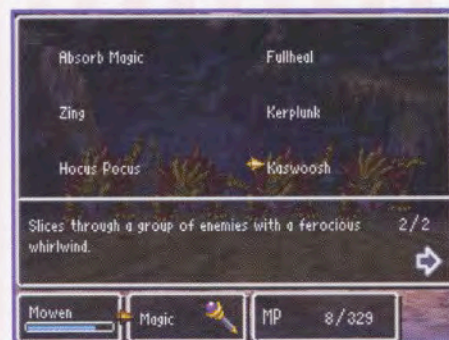


Attack is a melee command in which your character uses whatever weapon he or she has equipped to launch a direct strike against the enemies. Some weapons hit everything on the screen (e.g., boomerangs), while

some hit groups but not all groups simultaneously (e.g., whips). Mostly, melee attacks just hit single targets.

MAGIC

Use the Magic command to heal wounded allies, damage entire groups of enemies, raise the party's attributes, or to disrupt the enemy group.



ITEMS

The most common items to use during combat either restore HP/MP or remove status effects. There are also a few special weapons and armor pieces that have effects of their own when used in combat.

Note that you can't use items from the party bag during combat. You must have the items in an individual character's inventory when the fight starts. This is why it's always good to have some healing items and magical restoratives on each major party member.



stall enemies. A few fights require your party to delay powerful opponents. Have most of the party defend while someone heals to keep the group near full strength.

GAINING LEVELS

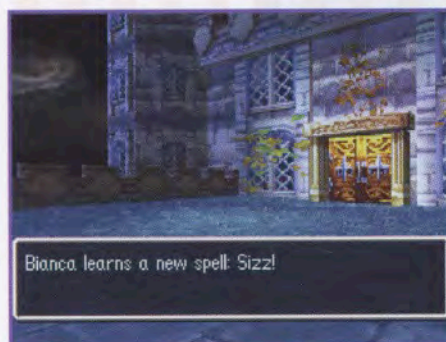
Almost all characters and monsters gain levels by defeating enemies in random encounters and boss fights. Gain enough EXP from these battles and your characters will improve substantially. Levels provide more HP, MP (for casters), and often some additional attribute enhancements. Leveling also expands the number of abilities most characters/monsters know.



DEFEND

This command sacrifices your damage and healing for the round. In return, that character takes half damage from melee attacks, abilities, and spells. Defending is useless if the monsters hit other party members and you still end up losing your wounded character if too many monsters attack.

However, there are times when you need to



The best way to raise your group's levels is to fight quickly, safely, and efficiently. You don't want to spend a lot of time running back and forth between towns and a dungeon, and you never want to visit a church to resurrect fallen allies. Figure out the toughest dungeon or wilderness area that your group can defeat.

Whistling in the Dark

If it's later in the game and you have access to Sancho, put him in your group to help raise levels. Sancho can use Whistle, an ability that instantly triggers a random encounter. It can't be stressed how much this improves your efficiency in terms of gaining experience!

A full wagon is a big boost to experience efficiency. Once you have the wagon, it's possible to walk around with eight characters/creatures in your party. Everyone gets the same amount of experience from the fighting.

LEVEL CAPS

If you looked at the recruitable monsters chapter ("Taming the Savage Beasts"), you already know that some monsters have early level caps. Characters can train up to level 99, a goal that few players will attain. Monsters sometimes have a high cap like that, but many can only reach levels between 20 and 40.



Once anyone hits their cap, it's impossible to gain additional levels. You won't be able to improve that character/monster's attributes any further without using seeds of strength and so forth.

When selecting monsters for your long-term party, it's good to recognize limitations. Anything that gets to reach level 40 and beyond is perfect for the end game. Even most monsters that stop at level 30 are fine for beating the game and the bonus dungeon.

KILL ORDERS

Use an ability that automatically KO's an enemy or reduces its HP to zero and you've defeated that target. The only alternate way to win fights is to get the enemies to flee (through confusion abilities or because the monsters are wimpy in the first place).



Always keep in mind that there is an order to these battles. Don't try to kill everything at once unless your group has the spells and weapons to pull off such a brutal tactic. During random encounters, try to eliminate half the enemies (or more) on the first round. Knowing that, choose the most dangerous targets to be the first to go.

DISRUPTING ENEMIES

Disruptive spells and abilities don't usually cause damage, so it takes longer to win fights if you try to disable your targets. Players who are trying to raise levels quickly may scoff at disruptive abilities, but it's sometimes worth the extra time to have your group take less damage.

Group disruption abilities are often the best.

Trying to disable a single target usually takes more time than its worth because you could gang up on the same target and KO them outright with less fuss.

Use Sweet Breath, Kasnooze, War Cry, and similar abilities to take multiple members of groups out of combat in one fell swoop. It only takes one character in your party to use these abilities and the other three characters can focus on raw damage.

TO HEAL OR NOT TO HEAL



Don't go heavy on healers except in boss fights. Healers aren't for killing or stopping enemies from attacking your friends. They're dead weight unless your party can't survive without them.

Configure your party for raw aggression and tone it back as needed. For example, a dungeon with full wagon access can be handled with three melee characters and a character with group damage spells. Let the

healers restore party members outside of battle, then switch some of the healers into the party for the boss fight.

Change this routine when you enter a dungeon that doesn't allow wagon access. Throw a healer with high MP totals into the party and have a least one other character with healing spells.

THE FIRST ROUND OF BOSS FIGHTS

The first round of a boss fight is very important. This is usually the time when your party is near full health and everyone has access to their abilities. It doesn't matter if you cause damage in the beginning; instead, pull out spells like Insulate, Kabuff, Sap, and Oomph.

Damage-reducing spells (e.g., Insulate and Kabuff) make it easier for healers to keep everyone alive. You don't want sudden spikes in damage to KO a party member! Damage-enhancing spells (e.g., Sap and Oomph) take time to set up, but they pay for themselves by the second or third round of the engagement.



The Great Adventure

The story begins with a strange dream. Royal trappings and an auspicious birth drift by, with you and your father both being present. So too is your mother, though the vision drifts away into darkness before long. What could it all mean?

WILDERNESS FLORA AND FAUNA

Refer to the following maps and tables to see which monsters you will run into out in the wild. For each monster we list their HP, EXP, gold coins, and item drops. Use the monster's number to get more information from our bestiary. There are three different time periods in the game and the monsters found in each area change with time.

ADOLESCENCE

ROUNDBECK AREA

#	NAME	HP	EXP	GOLD	ITEM
004	Dracky♥♥♥	10	4	3	Medicinal herb
005	Hammerhood	18	6	3	Medicinal herb
006	Bunicorn	12	4	3	Leather hat
007	Combatterpillar	15	4	4	Seed of wisdom
010	Bubble slime	15	6	7	Antidotal herb
011	Fat rat♥♥♥	18	4	8	Medicinal herb

UPTATEN TOWERS AREA (CENTRAL)/ COBURG AREA (SOUTHWEST)

#	NAME	HP	EXP	GOLD	ITEM
007	Combatterpillar	15	4	4	Seed of wisdom
009	Funky Ferret	16	5	6	Seed of agility
010	Bubble slime	15	6	7	Antidotal herb
011	Fat rat♥♥♥	18	4	8	Medicinal herb
01	Jailcat♥♥	21	11	7	Rags

COBURG AREA (EAST, SOUTH)

#	NAME	HP	EXP	GOLD	ITEM
28	Spiked hare	27	20	13	Fur hood
030	Healslime♥♥	35	19	14	Medicinal herb
031	Screwball pitcher	24	17	3	Seed of life
032	Fandangow♥♥	33	19	13	Hardwood headwear
033	Sizzard	37	20	15	Stone fangs
034	Scaraburrower	35	18	9	Medicinal herb
035	Terracotta warrior	50	25	12	Seed of resilience
037	Slime knight♥♥♥	40	37	22	Bronze armour
038	Bag o' laughs	31	10	55	Chimaera wing



UPTATEN TOWERS AREA (WEST)/ WHEALBROOK ADIT/COBURG AREA (NORTHWEST)

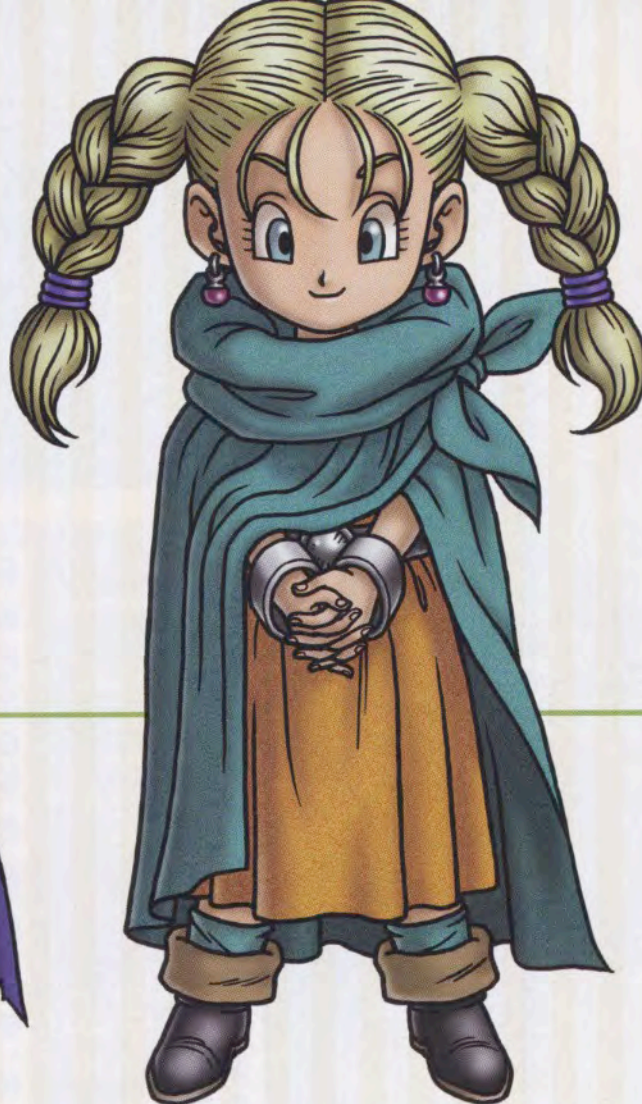
#	NAME	HP	EXP	GOLD	ITEM
009	Funky ferret	16	5	6	Seed of agility
014	Frizzard	27	12	8	Leather hat
015	Jailcat♥♥	21	11	7	Rags
016	Mental pitcher	23	13	10	Seed of magic
023	Dirty rat	31	14	13	Seed of agility
030	Healslime♥♥	35	19	14	Medicinal herb

COBURG (WEST)

#	NAME	HP	EXP	GOLD	ITEM
018	Prestidigitator♥♥♥	30	18	20	Magic water
022	Footid ferret	28	15	11	Chimaera wing
023	Dirty rat	31	14	13	Seed of agility
030	Healslime♥♥	35	19	14	Medicinal herb
032	Fandangow♥♥	33	19	13	Hardwood headwear

COBURG AREA (NORTH)/ANCIENT RUINS AREA

#	NAME	HP	EXP	GOLD	ITEM
001	Slime♥♥♥	7	1	1	Medicinal herb
030	Healslime♥♥	35	19	14	Medicinal herb
031	Screwball pitcher	24	17	3	Seed of life
033	Sizzard	37	20	15	Stone fangs
037	Slime knight♥♥♥	40	37	22	Bronze armour
038	Bag o' laughs	31	10	55	Chimaera wing
039	Brownie♥♥♥	47	21	15	Monster munchies



WINTER PALACE AREA

#	NAME	HP	EXP	GOLD	ITEM
012	Bona constrictor	15	7	7	Medicinal herb
013	Lickspittle	22	8	5	Bamboo spear
016	Mental pitcher	23	13	10	Seed of magic
018	Prestidigitator ♥♥♥	30	18	20	Magic water
019	Cactiball	25	16	9	Medicinal herb
030	Healslime♥♥	35	19	14	Medicinal herb

FAERIE LEA AREA

#	NAME	HP	EXP	GOLD	ITEM
008	Bad apple♥♥♥	22	9	8	Chimaera wing
010	Bubble slime	15	6	7	Antidotal herb
013	Lickspittle	22	8	5	Bamboo spear
016	Mental pitcher	23	13	10	Seed of magic
030	Healslime♥♥	35	19	14	Medicinal herb
195	Pip fighter♥♥	45	25	25	Medicinal herb
196	Battle pip♥♥	50	24	9	Antidotal herb
197	Epipany♥♥	37	22	12	Holy water
198	Wiz pip♥♥	32	23	18	T'n'T ticket



WORLD MAP

LEGEND

1	UPTATEN TOWERS	24	NEVERGLADE
2	THE MANTLEPLACE	25	MOUNT MAGMAGEDDON
3	COBURG	26	TATON TOWER
4	ANCIENT RUINS	27	HELMUNAPTRA
5	ROUNDBECK	28	KNICK-KNACKATORY
6	WHEALBROOK	29	OASIS
7	COBURG CHECKPOINT	30	KING DOMINICUS'S DOMINION
8	LITTLEHAVEN	31	MOOT POINT
9	FORTUNA	32	ESTUARY SANCTUARY
10	HEAVEN'S ABOVE ABBEY	33	LOFTY PEAK
11	ARBOREAS TELEPORTA	34	THE DIGGERY-POKERY
12	ABOVITALL TOWER	35	KNIGHTMARE TOWERS
13	CATARACT CAVES	36	RITE OF PASSAGE
14	ZOOMINGALE	37	NORTHMINSTER
15	LODESTAR HARBOUR	38	GOTHA
16	PONTOON	39	MOUNT BATTEN
17	SCARY LAIR	40	KNOT WELCOME INNE
18	HAY	41	THE PORGIE ESTATE
19	THE POTHOLD	42	CROCODILOPOLIS
20	STOCKENBARREL	43	THE FAERIE PALACE
21	SCUTTLEBUTT	44	STAIRWAY TO ZENITHIA
22	TUNNEL TO MOSTROFERRATO		
23	MOSTROFERRATO		





UPON REACHING HEAVEN'S ABOVE ABBEY

BOREAS



ABOVITALL TOWER AREA

#	NAME	HP	EXP	GOLD	ITEM
040	Rotten apple ♥♥♥	30	30	18	Medicinal herb
048	Owlbear	41	45	40	Iron shield
052	Legerdeman	48	45	47	Magic water
054	Ruff ruffian	48	48	37	Copper sword
055	Grudgerigar♥♥	42	44	31	Medicinal herb

COBURG AREA

#	NAME	HP	EXP	GOLD	ITEM
032	Fandangow♥♥	33	19	13	Hardwood headwear
037	Slime knight ♥♥♥	40	37	22	Bronze armour
048	Owlbear	41	45	40	Iron shield

NORTHERN ZEPHYRUS



LODESTAR HARBOUR (NORTH)

#	NAME	HP	EXP	GOLD	ITEM
004	Dracky♥♥♥	10	4	3	Medicinal herb
040	Rotten apple ♥♥♥	30	30	18	Medicinal herb
042	Flatulent ferret	37	35	30	Scale shield
044	Bludgerigar	30	38	30	Chimaera wing
045	Funghoul♥♥	35	40	35	Antidotal herb
046	Wickerman	41	42	37	Bronze knife

WHEALBROOK AREA

#	NAME	HP	EXP	GOLD	ITEM
004	Dracky♥♥♥	10	4	3	Medicinal herb
027	Lesionnaire	42	25	12	Copper sword
041	Ticking timeburrrm♥♥	33	37	32	Rockbomb shard
42	Flatulent ferret	37	35	30	Scale shield
044	Bludgerigar	30	38	30	Chimaera wing
045	Funghoul♥♥	35	40	35	Antidotal herb

UPTATEN TOWERS AREA (CENTRAL)

#	NAME	HP	EXP	GOLD	ITEM
004	Dracky♥♥♥	10	4	3	Medicinal herb
040	Rotten apple ♥♥♥	30	30	18	Medicinal herb
042	Flatulent ferret	37	35	30	Scale shield
044	Bludgerigar	30	38	30	Chimaera wing
045	Funghoul♥♥	35	40	35	Antidotal herb
046	Wickerman	41	42	37	Bronze knife

FORTUNA AREA

#	NAME	HP	EXP	GOLD	ITEM
001	Slime♥♥♥	7	1	1	Medicinal herb
015	Jailcat♥♥	21	11	7	Rags
030	Healslime♥♥	35	19	14	Medicinal herb
033	Sizzard	37	20	15	Stone fangs
038	Bag o' laughs	31	10	55	Chimaera wing
039	Brownie♥♥♥	47	21	15	Monster munchies
042	Flatulent ferret	37	35	30	Scale shield

ZOOMINGALE AREA (WEST)

#	NAME	HP	EXP	GOLD	ITEM
027	Lesionnaire	42	25	12	Copper sword
045	Funghoul♥♥	35	40	35	Antidotal herb
069	Magic marionette ♥♥	52	70	30	Dancer's costume
072	Corpse corporal	105	85	11	Yggdrasil leaf
073	Drooling ghoul	50	69	22	Medicinal herb
075	Great sabrecat	69	100	45	Iron claw

ZOOMINGALE AREA (NORTH)

#	NAME	HP	EXP	GOLD	ITEM
030	Healslime♥♥	35	19	14	Medicinal herb
054	Ruff ruffian	48	48	37	Copper sword
062	Restless armour ♥	65	65	35	Restless armour
063	Growlbear	67	57	45	Iron shield
066	Pocus poppet♥♥	70	50	120	Seed of resilience
067	Paralakeet	50	65	35	Chimaera wing
069	Magic marionette ♥♥	52	70	30	Dancer's costume
070	Wisp-o'-smoke	35	77	17	Magic water
073	Drooling ghoul	50	69	22	Medicinal herb

ZOOMINGALE AREA (SOUTH)

#	NAME	HP	EXP	GOLD	ITEM
057	Hulagan♥♥	58	55	42	Leather kilt
058	Cross eye♥♥	74	52	28	Giant mallet
061	Metal slime knight	50	135	31	Iron cuirass
063	Growlbear	67	57	45	Iron shield
066	Pocus poppet♥♥	70	50	120	Seed of resilience
067	Paralakeet	50	65	35	Chimaera wing

LODESTAR HARBOUR (SOUTH)/ ZOOMINGALE (CENTRAL)/PONTOON AREA

#	NAME	HP	EXP	GOLD	ITEM
018	Prestidigitator ♥♥♥	30	18	20	Magic water
030	Healslime♥♥	35	19	14	Medicinal herb
053	Small fry♥♥	52	50	45	Seed of life
054	Ruff ruffian	48	48	37	Copper sword
061	Metal slime knight	50	135	31	Iron cuirass
062	Restless armour ♥	65	65	35	Restless armour
063	Growlbear	67	57	45	Iron shield

SOUTHERN ZEPHYRUS



ZEPHYRUS WATERS



STOCKENBARREL AREA WATERS

#	NAME	HP	EXP	GOLD	ITEM
180	Pollywoggle	62	80	30	Medicinal herb
182	Morphean mollusc	55	110	47	Seed of resilience
183	Suckling ocker	73	95	37	Dancer's costume
184	Merman	78	105	45	Iron claw
186	Sea dog	88	113	45	Saw blade

MOSTROFERRATO AREA (CENTRAL)

#	NAME	HP	EXP	GOLD	ITEM
027	Lesionnaire	42	25	12	Copper sword
030	Healslime ♥♥	35	19	14	Medicinal herb
038	Bag o' laughs	31	10	55	Chimaera wing
073	Drooling ghoul	50	69	22	Medicinal herb
076	Thaumaturge	92	85	43	Holy water
077	Hunter mech	72	140	51	Seed of wisdom
080	Wormbat	63	80	33	Moonwort bulb
081	Poxtongue	105	99	35	Musk
082	Phantaseyes	130	115	55	Seed of strength
084	Jiggery-pokerer	82	105	41	Iron cuirass
085	Monster tamer	80	108	53	Thorn whip
088	Cureslime ♥	76	70	43	Yggdrasil leaf

SCUTTLEBUTT AREA

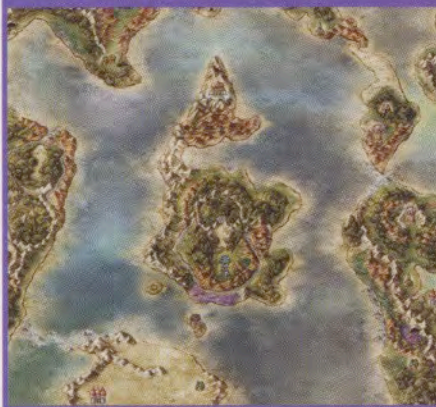
#	NAME	HP	EXP	GOLD	ITEM
067	Paralakeet	50	65	35	Chimaera wing
068	Sasquash	85	74	42	Seed of strength
069	Magic marionette ♥♥	52	70	30	Dancer's costume
070	Wisp-o'-smoke	35	77	17	Magic water

MOSTROFERRATO AREA (SOUTH)

#	NAME	HP	EXP	GOLD	ITEM
027	Lesionnaire	42	25	12	Copper sword
030	Healslime ♥♥	35	19	14	Medicinal herb
038	Bag o' laughs	31	10	55	Chimaera wing
077	Hunter mech	72	140	51	Seed of wisdom
079	Chimaera ♥♥	81	90	45	Chimaera wing
081	Poxtongue	105	99	35	Musk
082	Phantaseyes	130	115	55	Seed of strength
083	Rockbomb ♥	115	95	27	Rockbomb shard
084	Jiggery-pokerer	82	105	41	Iron cuirass
085	Monster tamer	80	108	53	Thorn whip
088	Cureslime ♥	76	70	43	Yggdrasil leaf

#	NAME	HP	EXP	GOLD	ITEM
071	Pokesperson	60	79	42	Iron cuirass
073	Drooling ghoul	50	69	22	Medicinal herb
075	Great sabrecat	69	100	45	Iron claw
076	Thaumaturge	92	85	43	Holy water

CENTRAL SEA



CENTRAL WATERS

#	NAME	HP	EXP	GOLD	ITEM
181	Man o' war ♥♥♥	50	77	22	Moonwort bulb
184	Merman	78	105	45	Iron claw
186	Sea dog	88	113	45	Saw blade
187	Cross bones	105	200	100	Top hat
190	Thaumatosaurus	140	210	59	Seed of life

AZIMUTHIAS & NOTUS



HELMUNAPTRA AREA

#	NAME	HP	EXP	GOLD	ITEM
-	Slime	55	24	18	Medicinal herb
086	Hotbog	83	120	31	Seed of resilience
088	Cureslime♥	76	70	43	Yggdrasil leaf
090	Orc	105	125	55	Fur cape
091	King slime♥	210	200	115	Yggdrasil leaf
092	Flamethrower♥	73	130	50	Seed of wisdom
094	Lazy eye	110	95	33	Seed of life

KING DOMINICUS'S DOMINION

#	NAME	HP	EXP	GOLD	ITEM
001	Slime♥♥♥	7	1	1	Medicinal herb
-	Slime	55	24	18	Medicinal herb
010	Bubble slime	15	6	7	Antidotal herb
043	Metal slime	5	1350	75	Seed of agility
088	Cureslime♥	76	70	43	Yggdrasil leaf
091	King slime♥	210	200	115	Yggdrasil leaf

THE KNICK-KNACKATORY AREA/ EDGES OF AZIMUTHIAS

#	NAME	HP	EXP	GOLD	ITEM
065	Liquid metal slime♥	6	10050	10	Mini medal
088	Cureslime♥	76	70	43	Yggdrasil leaf
115	Jowler	99	183	37	Seed of agility
116	Hoodlum♥♥	83	195	54	Stone axe
118	Tortoceratops	113	225	45	Seed of strength
120	Drag-noon	130	245	63	Paxa Punch

APELIOTES



KNIGHTMARE TOWERS AREA (NORTH)

#	NAME	HP	EXP	GOLD	ITEM
040	Rotten apple♥♥♥	30	30	18	Medicinal herb
048	Owlbear	41	45	40	Iron shield
052	Legerdeman	48	45	47	Magic water
054	Ruff ruffian	48	48	37	Copper sword
055	Grudgerigar♥♥	42	44	31	Medicinal herb

GOTHA AREA/RITE OF PASSAGE AREA (NORTHEAST)

#	NAME	HP	EXP	GOLD	ITEM
101	Eyevery tusk-tusk	140	145	40	Seed of strength
102	Stone golem	120	176	65	Dieamend
104	Samigina♥♥	99	155	50	Prayer ring
105	Hocus chimaera	99	171	65	Chimaera wing
108	Hex helmet	70	210	40	Iron mask
109	Orc king♥♥♥	115	205	65	Fur cape

KNOT WELCOME INNE AREA/MT BATTEN AREA (CENTRAL)

#	NAME	HP	EXP	GOLD	ITEM
094	Lazy eye	110	95	33	Seed of life
095	Wizened wizard	84	123	50	Magic water
096	Drag-goo♥♥	125	127	45	Seed of wisdom
101	Eyevery tusk-tusk	140	145	40	Seed of strength

AFTER COMPLETING KNIGHTMARE TOWERS

APELIOTES & NOTUS



GOtha AREA/MT BATTEN (NORTHWEST)

#	NAME	HP	EXP	GOLD	ITEM
101	Eyevery tusk-tusk	140	145	40	Seed of strength
102	Stone golem	120	176	65	Dieamend
104	Samigina♥♥	99	155	50	Prayer ring
105	Hocus chimaera	99	171	65	Chimaera wing
108	Hex helmet	70	210	40	Iron mask
109	Orc king♥♥♥	115	205	65	Fur cape

KING DOMINICUS'S DOMINION AREA

#	NAME	HP	EXP	GOLD	ITEM
001	Slime♥♥♥	7	1	1	Medicinal herb
-	Slime	55	24	18	Medicinal herb
010	Bubble slime	15	6	7	Antidotal herb

HELMUNAPTRA AREA

#	NAME	HP	EXP	GOLD	ITEM
-	Slime	55	24	18	Medicinal herb
086	Hotbog	83	120	31	Seed of resilience
088	Cureslime	76	70	43	Yggdrasil leaf
090	Orc	105	125	55	Fur cape
091	King slime♥	210	200	115	Yggdrasil leaf
092	Flamethrower♥	73	130	50	Seed of wisdom
094	Lazy eye	110	95	33	Seed of life

KNOT WELCOME INNE AREA

#	NAME	HP	EXP	GOLD	ITEM
094	Lazy eye	110	95	33	Seed of life
095	Wizened wizard	84	123	50	Magic water
096	Drag-goof♥♥	125	127	45	Seed of wisdom
101	Eyevery tusk-tusk	140	145	40	Seed of strength

THE KNICK-KNACKATORY AREA

#	NAME	HP	EXP	GOLD	ITEM
065	Liquid metal slime♥	6	10050	10	Mini medal
119	Pink elephant	150	264	70	Seed of life
122	Muddy hand	93	110	35	Chimaera wing
123	Golem♥♥♥	190	330	90	Seed of strength
126	Revaulting horse♥♥	130	270	75	Magic water
129	Necromancer	132	325	90	Prayer ring
131	Red-hot poker	115	270	63	Iron cuirass
199	Conquistador♥♥	150	72	50	Yggdrasil dew
200	Conkerer♥♥	120	70	32	Medicinal herb
201	Conkuisitor♥♥	140	75	33	Yggdrasil leaf
202	Conkjurer♥♥	120	68	40	T'n' T ticket

NORTHERN ZEPHYRUS



ZOOMINGALE AREA (NORTH)

#	NAME	HP	EXP	GOLD	ITEM
030	Healslime♥♥	35	19	14	Medicinal herb
054	Ruff ruffian	48	48	37	Copper sword
062	Restless armour♥	65	65	35	Restless armour
063	Growlbear	67	57	45	Iron shield

#	NAME	HP	EXP	GOLD	ITEM
066	Pocus poppet♥♥	70	50	120	Seed of resilience
067	Paralakeet	50	65	35	Chimaera wing
069	Magic marionette♥♥	52	70	30	Dancer's costume

#	NAME	HP	EXP	GOLD	ITEM
070	Wisp-o'-smoke	35	77	17	Magic water
073	Drooling ghoul	50	69	22	Medicinal herb

LODESTAR HARBOUR AREA (NORTH)/ZOOMINGALE AREA (NORTHWEST)

#	NAME	HP	EXP	GOLD	ITEM
065	Liquid metal slime♥	6	10050	10	Mini medal
088	Cureslime♥	76	70	43	Yggdrasil leaf
115	Jowler	99	183	37	Seed of agility
116	Hoodlum♥♥	83	195	54	Stone axe
118	Tortoceratops	113	225	45	Seed of strength
120	Drag-goof	130	245	63	Paxa Punch

ZOOMINGALE AREA (NORTHEAST)

#	NAME	HP	EXP	GOLD	ITEM
004	Dracky♥♥♥	10	4	3	Medicinal herb
040	Rotten apple♥♥♥	30	30	18	Medicinal herb
42	Flatulent ferret	37	35	30	Scale shield
044	Bludgerigar	30	38	30	Chimaera wing
045	Funghoul♥♥	35	40	35	Antidotal herb
046	Wickerman	41	42	37	Bronze knife

ZOOMINGALE AREA (WEST)

#	NAME	HP	EXP	GOLD	ITEM
027	Lesionnaire	42	25	12	Copper sword
045	Funghoul♥♥	35	40	35	Antidotal herb
069	Magic marionette♥♥	52	70	30	Dancer's costume
072	Corpse corporal	105	85	11	Yggdrasil leaf
073	Drooling ghoul	50	69	22	Medicinal herb
075	Great sabrecat	69	100	45	Iron claw

ZOOMINGALE AREA (SOUTH)

#	NAME	HP	EXP	GOLD	ITEM
057	Hulagan♥♥	58	55	42	Leather kilt
058	Cross eye♥♥	74	52	28	Giant mallet
061	Metal slime knight	50	135	31	Iron cuirass
063	Growlbear	67	57	45	Iron shield
066	Pocus poppet♥♥	70	50	120	Seed of resilience
067	Paralakeet	50	65	35	Chimaera wing

LODESTAR HARBOUR AREA (SOUTH)/ZOOMINGALE AREA (CENTRAL)/PONTOON AREA

#	NAME	HP	EXP	GOLD	ITEM
018	Prestidigitator♥♥♥	30	18	20	Magic water
030	Healslime♥♥	35	19	14	Medicinal herb

#	NAME	HP	EXP	GOLD	ITEM
053	Small fry♥♥	52	50	45	Seed of life
054	Ruff ruffian	48	48	37	Copper sword

#	NAME	HP	EXP	GOLD	ITEM
061	Metal slime knight	50	135	31	Iron cuirass
062	Restless armour♥	65	65	35	Restless armour

#	NAME	HP	EXP	GOLD	ITEM
063	Growlbear	67	57	45	Iron shield

ENTIRE SEA



ENTIRE SEA EXCEPT WATERS AROUND MIDDLE CONTINENT

#	NAME	HP	EXP	GOLD	ITEM
183	Suckling ocker	73	95	37	Dancer's costume
185	Pollywaggle	65	99	29	Chimaera wing
186	Sea dog	88	113	45	Saw blade
188	Wallop scallop	75	120	43	Seed of resilience
191	Old man of the sea♥♥	130	230	110	Shellmet
192	Merking	95	170	90	Seed of strength
193	Poltarrgeist	123	350	85	Zombie mail

WATERS AROUND MIDDLE CONTINENT

#	NAME	HP	EXP	GOLD	ITEM
088	Cureslime♥	76	70	43	Yggdrasil leaf
186	Sea dog	88	113	45	Saw blade
189	Mother ocker	100	125	53	Monster munchies
191	Old man of the sea♥♥	130	230	110	Shellmet
192	Merking	95	170	90	Seed of strength
193	Poltarrgeist	123	350	85	Zombie mail
194	Strongylokrotaphus	160	400	125	Faerie foil

AZIMUTHIAS



THE PORGIE ESTATE AREA

#	NAME	HP	EXP	GOLD	ITEM
012	Bona constrictor	15	7	7	Medicinal herb
021	Will-o'-the-whips	20	12	7	Medicinal herb
025	Ghost♥♥♥	22	11	12	Holy water

#	NAME	HP	EXP	GOLD	ITEM
026	Wax murderer♥♥	24	13	11	Bronze knife
194	Strongylokrotaphus	160	400	125	Faerie foil

STAIRWAY TO ZENITHIA AREA

#	NAME	HP	EXP	GOLD	ITEM
065	Liquid metal slime♥	6	10050	10	Mini medal
119	Pink elephant	150	264	70	Seed of life
122	Muddy hand	93	110	35	Chimaera wing
123	Golem♥♥♥	190	330	90	Seed of strength
126	Revaulting horse♥♥	130	270	75	Magic water
129	Necromancer	132	325	90	Prayer ring

#	NAME	HP	EXP	GOLD	ITEM
131	Red-hot poker	115	270	63	Iron cuirass
199	Conquistador♥♥	150	72	50	Yggdrasil dew
200	Conkerer♥♥	120	70	32	Medicinal herb
201	Conkuisitor♥♥	140	75	33	Yggdrasil leaf
202	Conkjurer♥♥	120	68	40	T'n'T ticket

THRACIAS



LOFTY PEAK AREA (NORTH)

#	NAME	HP	EXP	GOLD	ITEM
117	Air duckt	119	217	60	Cherub chime
121	Hypothermion	115	252	60	Seed of magic
123	Golem♥♥♥	190	330	90	Seed of strength
124	Mandrake major	127	215	65	Saw blade
125	Firebird	95	238	63	Somatic staff

LOFTY PEAK AREA (SOUTH)

#	NAME	HP	EXP	GOLD	ITEM
116	Hoodlum♥♥	83	195	54	Stone axe
118	Tortoceratops	113	225	45	Seed of strength
120	Drag-goon	130	245	63	Paxa Punch
121	Hypothermion	115	252	60	Seed of magic
123	Golem♥♥♥	190	330	90	Seed of strength
124	Mandrake major	127	215	65	Saw blade

LOFTY PEAK AREA (FAR SOUTH)

#	NAME	HP	EXP	GOLD	ITEM
101	Eyevery tusk-lusk	140	145	40	Seed of strength
102	Stone golem	120	176	65	Dieamend
104	Samigina♥♥	99	155	50	Prayer ring
105	Hocus chimaera	99	171	65	Chimaera wing
108	Hex hellmet	70	210	40	Iron mask
109	Orc king♥♥♥	115	205	65	Fur cape

SOUTHERN ZEPHYRUS



THE POTHOLD AREA

#	NAME	HP	EXP	GOLD	ITEM
065	Liquid metal slime♥	6	10050	10	Mini medal
088	Cureslime♥	76	70	43	Yggdrasil leaf
115	Jowler	99	183	37	Seed of agility
116	Hoodlum♥♥	83	195	54	Stone axe
118	Tortoceratops	113	225	45	Seed of strength
120	Drag-oon	130	245	63	Paxa Punch

MOSTROFERRATO AREA (SOUTH)

#	NAME	HP	EXP	GOLD	ITEM
027	Lesionnaire	42	25	12	Copper sword
030	Healslime♥♥	35	19	14	Medicinal herb
038	Bag o' laughs	31	10	55	Chimaera wing
077	Hunter mech	72	140	51	Seed of wisdom
079	Chimaera♥♥	81	90	45	Chimaera wing
081	Poxtongue	105	99	35	Musk
082	Phantaseyes	130	115	55	Seed of strength
083	Rockbomb♥	115	95	27	Rockbomb shard
084	Jiggery-pokerer	82	105	41	Iron cuirass
085	Monster tamer	80	108	53	Thorn whip
088	Cureslime♥	76	70	43	Yggdrasil leaf

SCUTTLEBUTT AREA

#	NAME	HP	EXP	GOLD	ITEM
067	Paralakeet	50	65	35	Chimaera wing
068	Sasquash	85	74	42	Seed of strength
069	Magic marionette♥♥	52	70	30	Dancer's costume
070	Wisp-o'-smoke	35	77	17	Magic water
071	Pokesperson	60	79	42	Iron cuirass
073	Drooling ghoul	50	69	22	Medicinal herb
075	Great sabrecat	69	100	45	Iron claw
076	Thaumaturge	92	85	43	Holy water

NEVERGLADE AREA

#	NAME	HP	EXP	GOLD	ITEM
137	Hyperpyrexion	135	401	110	Faerie foil
140	Silvapihecus	140	403	100	Elfin elixir
141	Pummel horse	128	350	68	Monster munchies
142	Dragon zombie	240	450	55	Ruinous shield
143	Bomboulder♥	220	340	70	Dieamend
199	Conquistador♥♥	150	72	50	Yggdrasil dew
201	Conkuisitor♥♥	140	75	33	Yggdrasil leaf
202	Conkjurer♥♥	120	68	40	T 'n' T ticket

MOSTROFERRATO AREA (CENTRAL)

#	NAME	HP	EXP	GOLD	ITEM
027	Lesionnaire	42	25	12	Copper sword
030	Healslime♥♥	35	19	14	Medicinal herb
038	Bag o' laughs	31	10	55	Chimaera wing
073	Drooling ghoul	50	69	22	Medicinal herb
076	Thaumaturge	92	85	43	Holy water
077	Hunter mech	72	140	51	Seed of wisdom

#	NAME	HP	EXP	GOLD	ITEM
080	Wormbat	63	80	33	Moonwort bulb
081	Poxtongue	105	99	35	Musk
082	Phantaseyes	130	115	55	Seed of strength
084	Jiggery-pokerer	82	105	41	Iron cuirass
085	Monster tamer	80	108	53	Thorn whip
088	Cureslime♥	76	70	43	Yggdrasil leaf

BOREAS



UPTATEN TOWERS (WEST)

#	NAME	HP	EXP	GOLD	ITEM
004	Dracky♥♥♥	10	4	3	Medicinal herb
040	Rotten apple♥♥♥	30	30	18	Medicinal herb
042	Flatulent ferret	37	35	30	Scale shield
044	Bludgerigar	30	38	30	Chimaera wing
045	Funghoul♥♥	35	40	35	Antidotal herb
046	Wickerman	41	42	37	Bronze knife

UPTATEN TOWERS (SOUTH)

#	NAME	HP	EXP	GOLD	ITEM
065	Liquid metal slime♥	6	10050	10	Mini medal
088	Cureslime♥	76	70	43	Yggdrasil leaf
115	Jowler	99	183	37	Seed of agility

WHEELBROOK AREA (SOUTH)

#	NAME	HP	EXP	GOLD	ITEM
004	Dracky♥♥♥	10	4	3	Medicinal herb
027	Lesionnaire	42	25	12	Copper sword
041	Ticking timeburrrm♥♥	33	37	32	Rockbomb shard

WHEELBROOK AREA (NORTH)

#	NAME	HP	EXP	GOLD	ITEM
140	Silvapihecus	140	403	100	Elfin elixir
142	Dragon zombie	240	450	55	Ruinous shield
147	Snake ch-arm-er	131	370	82	Serpent sword
148	Thwarthog	155	393	109	Chain mail
149	Orobas	171	410	98	Yggdrasil leaf
150	Snowbird♥♥	150	445	90	Hermes' hat

#	NAME	HP	EXP	GOLD	ITEM
116	Hoodlum♥♥	83	195	54	Stone axe
118	Tortoceratops	113	225	45	Seed of strength
120	Drag-oon	130	245	63	Paxa Punch

#	NAME	HP	EXP	GOLD	ITEM
042	Flatulent ferret	37	35	30	Scale shield
044	Bludgerigar	30	38	30	Chimaera wing
045	Funghoul♥♥	35	40	35	Antidotal herb

BOREAS



COBURG AREA

#	NAME	HP	EXP	GOLD	ITEM
032	Fandangow♥♥	33	19	13	Hardwood headwear
037	Slime knight♥♥♥	40	37	22	Bronze armour
048	Owlbear	41	45	40	Iron shield
049	Powie yowie♥♥	68	49	37	Holy water
053	Small fry♥♥	52	50	45	Seed of life

ANCIENT RUINS AREA (CENTRAL)

#	NAME	HP	EXP	GOLD	ITEM
065	Liquid metal slime♥	6	10050	10	Mini medal
088	Cureslime♥	76	70	43	Yggdrasil leaf
115	Jowler	99	183	37	Seed of agility
116	Hoodlum♥♥	83	195	54	Stone axe
118	Tortoceratops	113	225	45	Seed of strength
120	Drag-goon	130	245	63	Paxa Punch

ABOVITALL AREA (SOUTH)

#	NAME	HP	EXP	GOLD	ITEM
040	Rotten apple♥♥♥	30	30	18	Medicinal herb
048	Owlbear	41	45	40	Iron shield
052	Legerdeman	48	45	47	Magic water

ABOVITALL AREA (FAR SOUTH)

#	NAME	HP	EXP	GOLD	ITEM
101	Eyevery tusk-tusk	140	145	40	Seed of strength
102	Stone golem	120	176	65	Dieamend
104	Samigina♥♥	99	155	50	Prayer ring
105	Hocus chimaera	99	171	65	Chimaera wing
108	Hex helmet	70	210	40	Iron mask
109	Orc king♥♥♥	115	205	65	Fur cape

SOUTHERN ZEPHYRUS



TALON TOWER AREA (CENTRAL)

#	NAME	HP	EXP	GOLD	ITEM
004	Dracky♥♥♥	10	4	3	Medicinal herb
005	Hammerhood	18	6	3	Medicinal herb
006	Bunicorn	12	4	3	Leather hat
007	Combatterpillar	15	4	4	Seed of wisdom
010	Bubble slime	15	6	7	Antidotal herb
011	Fat Rat♥♥♥	18	4	8	Medicinal herb

TALON TOWER AREA (WEST)

#	NAME	HP	EXP	GOLD	ITEM
001	Slime♥♥♥	7	1	1	Medicinal herb
015	Jailcat♥♥	21	11	7	Rags
030	Healslime♥♥	35	19	14	Medicinal herb
033	Sizzard	37	20	15	Stone fangs
038	Bag o' laughs	31	10	55	Chimaera wing
039	Brownie♥♥♥	47	21	15	Monster munchies
042	Flatulent ferret	37	35	30	Scale shield

TALON TOWER AREA (EAST)

#	NAME	HP	EXP	GOLD	ITEM
018	Prestidigitator♥♥♥	30	18	20	Magic water
022	Foetid ferret	28	15	11	Chimaera wing
023	Dirty rat	31	14	13	Seed of agility
030	Healslime♥♥	35	19	14	Medicinal herb
032	Fandangow♥♥	33	19	13	Hardwood headwear

NADIRIA



PRECARIA AREA

#	NAME	HP	EXP	GOLD	ITEM
123	Golem♥♥♥	190	330	90	Seed of strength
150	Snowbird♥♥	150	445	90	Hermes' hat
153	Balhib	280	130	1023	Hela hammer
154	Metal dragon	172	610	93	Metal king armour
163	Great dragon♥	250	810	158	Rebirth stone
165	Killing machine♥	179	633	74	Spiked armour
166	Pazuzu	177	610	112	Kamikazee bracer

MT ZUGZWANG AREA

#	NAME	HP	EXP	GOLD	ITEM
043	Metal slime♥	5	1350	75	Seed of agility
065	Liquid metal slime♥	6	10050	10	Mini medal
152	Tyrannoceratops	161	470	80	Seed of resilience
162	Soulspawn	155	551	53	Elfin elixir
165	Killing machine♥	179	633	74	Spiked armour
167	Hybird	180	575	90	Hermes' hat
169	Wyrtoise	178	590	140	Magic water
170	Gigantes♥♥♥	350	570	70	Seed of strength



Homecoming



OBJECTIVES

- 1 Talk to your father.
- 2 Loot the dressers in your cabin and in the upper deck of the ship (optional).
- 3 Explore the ship, talk to the sailors and Captain Blithe, and enter the hold.
- 4 Come back up to the deck and watch the ship dock.
- 5 Return to your cabin and tell your father, Pankraz, that the ship is pulling into port.
- 6 Talk to your father again when he's up on the deck, and disembark.

ITEM LIST

- Seed of resilience [your cabin]
- Medicinal herb [your cabin]
- Medicinal herb [passenger area]
- Medicinal herb [right side of the ship, mid deck]
- T 'n' T ticket [barrel, right side of the vessel]
- Medicinal herb [in the hold]
- T 'n' T ticket [in the hold]
- Book "The Monster Book of Jokes" [bookshelf in Captain Blithe's quarters]

The dream is soon a memory. You wake onboard a sailing ship soon to arrive in port. Your father is along for the ride and he's in high spirits. He says to go ahead and explore the ship while you're waiting. Search the dressers in the room, then climb up top. There are many sailors onboard, so move about the deck and talk to everyone.

The left side of the ship leads up toward the passenger area. You don't need to go there, but there's a spare **medicinal herb** if you loot those cabins.

There are quite a few barrels located on the right side of the ship. Break them for more items, including a **T 'n' T ticket**. Two areas lead deeper into the ship from there. The first opens into the Captain's cabin. Talk to Captain Blithe and say hello. Then, search the other area located all the way at the end of the ship, which descends into the hold. Loot the barrels there and talk to the sailors. Sadly, you can't loot the treasure chests in the hold, but the goodies probably belong to someone anyway!

The Captain announces your return to port as soon as you reach the main deck again. Return to your cabin and pass on the good news. After speaking to Pankraz, climb up top and talk to him again to disembark. You receive the **adventurer's map** after leaving the ship.





Littlehaven



OBJECTIVES

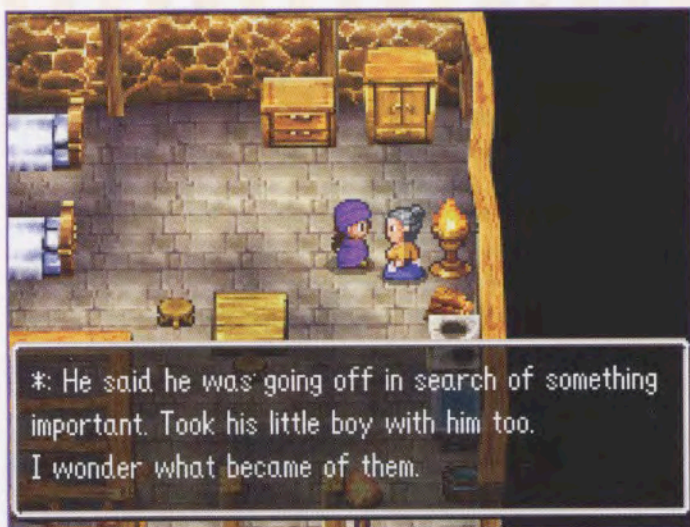
- 1 Get the adventurer's map from your father.
- 2 Search the area and talk to the residents (optional).
- 3 Leave the port and head into the wilderness.

ITEM LIST

- 10 gold coins [barrel on the docks, east side]

There isn't much to do on the docks right now. The barrels don't have many items to pilfer, although you can steal 10 gold coins from one of them. Also, there aren't many people to speak with.

A woman inside the small building on the left side speaks of Pankraz's departure from the region. It sounds like you and your dad have been gone a long time. She doesn't even recognize you!



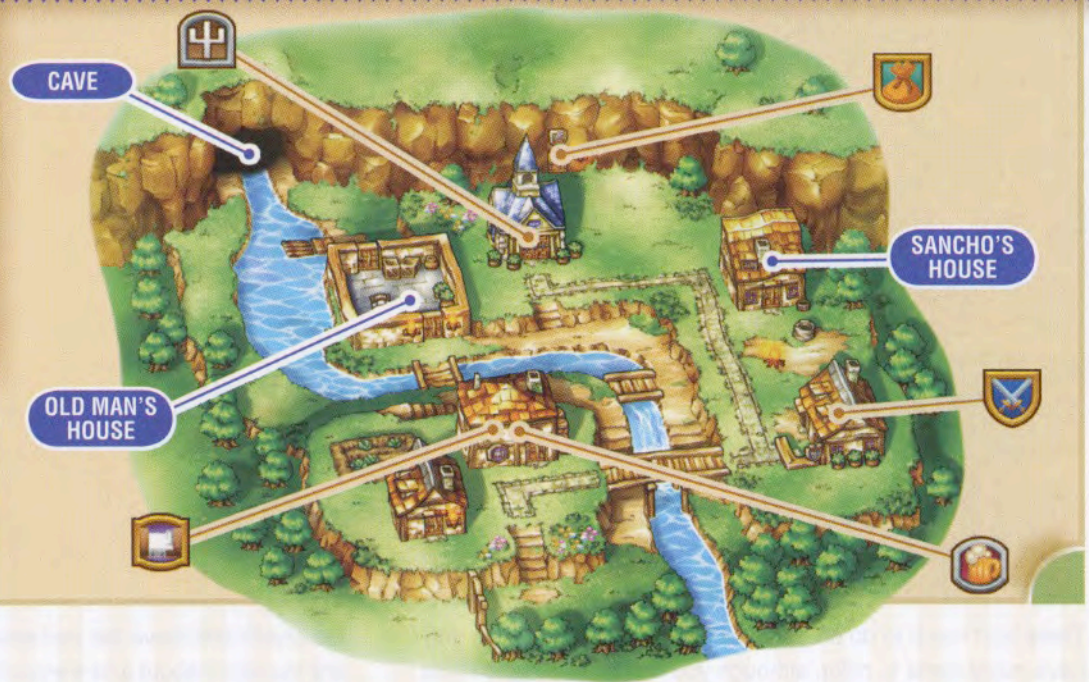
Go ahead and leave the port when you're done exploring. There are monsters about and wandering through the countryside isn't safe. Before long, you are beset by slimes.

Fight the slimes with your father's assistance. He heals you after the battle. Pankraz has finished his business at the port and it's time to leave together. Your father guides you through the area, fighting anything that gets too close. The experience is good for you, and it's possible to gain a level before arriving in town.





Whealbrook



OBJECTIVES

- 1 Enjoy your homecoming as your father takes you through town.
- 2 Meet Bianca and play with her until she heads downstairs.
- 3 Say goodbye to your father and start exploring the town.
- 4 Talk to everyone at the inn, especially Mrs. Whitaker.
- 5 Save your game at the church.
- 6 Explore the Whealbrook Adit on the upper-left side of town.

ITEM LIST

- Leather hat [Sancho's house, upstairs]
- Medicinal herb [Sancho's house, ground floor]
- Pot lid [Sancho's house, ground floor]
- Book "Family Recipes" [Sancho's house, ground floor]
- Seed of strength [Sancho's house, basement]
- Medicinal herb [inside the weapon shop]
- Stone from Whealbrook [inside the well]

WEAPON STORE

WEAPON	COST
Cypress stick	10
Bamboo spear	50
Bone stake	70
Oak staff	130
Copper sword	270

Whealbrook is a pleasant town. Although not much is going on, the people are quite content. Your dad takes you to see his old friend, Sancho. While you're there, you meet Bianca, a young girl from a nearby village. Talk with her until she goes back downstairs. Search the upstairs dressers for a **leather hat**, then go downstairs.



Equip Your New Gear

As a town guard responsibly reminds you, it's good to equip better items as you find them. Your character doesn't have anything to protect his head until he finds the **leather hat**. Equip the headpiece as soon as you acquire it. Every little bit of defence counts, and you should be seeing battle before long.

Follow the town road and look for the building with a bed on its signpost. Go inside and talk to the people staying there. Mrs. Whitaker is upstairs, and she talks about one of the few worrying rumors: someone is missing! There is a cave in Whealbrook and that might have something to do with it.

You can't leave town, but the cave isn't exactly "outside of town," is it? So, you wouldn't be disobeying orders by doing some spelunking.



Talk to your father; he soon leaves and lets you handle your own affairs again. Travel around town and loot the various items at your disposal. One of the best finds isn't far away: there's a **seed of strength** in Sancho's basement! Consider using this to beef up your young hero.

Look for the church on the north side of town. Save your game there before entering the cave. To reach the cave, go west along the dirt banks of the river. A narrow path eventually winds its way around to the cave. A guard is posted at the entrance, but he doesn't mind you taking a peek inside.

DUNGEON

Recommended Hero Level: 2

Whealbrook Adit



OBJECTIVES

- 1 Level up by fighting and use Sancho's house to rest when needed (optional).
- 2 Earn gold coins and purchase better weapons from the town weapon shop (optional).
- 3 Talk to Rockefeller on F3 of the cave; free him from his predicament.

ITEM LIST

- Medicinal herb [F1, left at the first bend]
- 50 gold coins [F2, southeast of the stairs]
- Leather shield [F2, upper left side]
- Wayfarer's clothes [F3, upper left side]

LOCAL FLORA AND FAUNA

	NAME	HP	EXP	GOLD	ITEM DROP
	003 Boring bug	10	3	2	Medicinal herb
	006 Bunicorn	12	4	3	Leather hat
	002 Burr baby	7	2	2	Medicinal herb
	004 Dracky ♥♥♥	10	4	3	Medicinal herb
	005 Hammerhood	18	6	3	Medicinal herb
	001 Slime ♥♥♥	7	1	1	Medicinal herb

What's With the Hearts?

Notice that some monsters have hearts associated with them. That's because these are creatures that you can eventually recruit. Your hero needs a wagon to succeed in this endeavor and you won't get it until visiting the town of Fortuna, which occurs later.

Once you have a wagon, recruit monsters by fighting them repeatedly. It's random, so the more hearts you see, the higher the chance of success with each encounter. See the chapter on "Taming the Savage Beasts" toward the end of the guide for more information. It lists all of the monsters that are willing to join, their stats, and some of the tactics you should learn.

The Whealbrook Adit isn't very deep; it only has three floors and there are "tougher" creatures on the lower two floors. You can handle anything on the first floor right off the bat. The slimes, boring bugs, and burr babies are somewhat weak. Use them to get extra money and build up another level or so.



Exit the cave after you've taken a bit of a beating. Only use a medicinal herb if you're too far in the cave to exit safely. You can rest, free of charge, at Sancho's house. Do this and see if you have enough money for a bamboo spear! Although this is only a minor weapon upgrade, it will last for a little while and doesn't cost much.

After this initial run, use the second level down for level building. The fights here are more intense, although the creatures are still fairly easy to predict. Of them, only the hammerhoods are especially dangerous. Shoot for level 4 during your second run, but go ahead and rest again if the need arises. Level 4 is a major point for your hero, because that is when he gains the Heal spell. Having the ability to restore your own health adds a substantial amount of sustainability for your dungeon runs.

There are two important chests on the second floor. The one south from the stairs has **50 gold coins**. That's all that is needed for your weapon upgrade, so it's good to get early on. A chest in the upper left has a **leather shield**. Both of these will help your character considerably!



Better Weaponry

There's really no need to build up 270 gold coins for the copper sword. A weapon that heavy isn't necessary for clearing the Whealbrook Adit, and you'll have the opportunity to get better weaponry in the next town.

For your final push, go all the way down to the bottom floor and look for Rockefeller. This is the traveler who Mrs. Whitaker was worried about. He's bringing medicine back to town, but a dislodged boulder collapsed on top of him. Push the boulder off his leg after you talk to him. Sure enough, the guy gets up and is ready to go.

Before leaving the dungeon, search the upper-left side of the third floor to find a chest with **wayfarer's clothes**. Switch your hero's armor to these immediately for a fair upgrade. Afterward, head back to town, save your game, and rest.



NO REST FOR THE WEARY

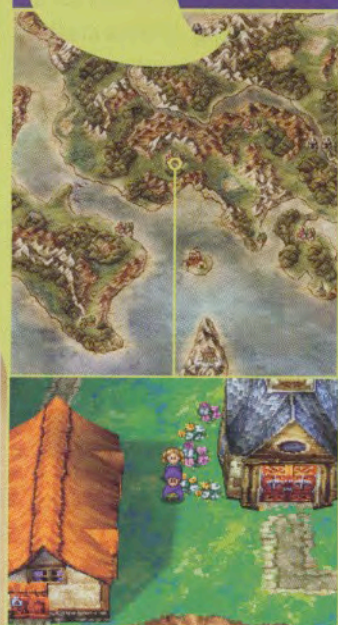
Sleeping at Sancho's house after saving Rockefeller immediately triggers your exit from town. Your father asks if you want to come along with him, but he isn't actually listening to your answer. He'll pull you by the arm if needed and it's off on the road again.

TOWN

Recommended Hero Level: 4



Roundbeck



OBJECTIVES

- 1 Bring the medicine to Mr. Whitaker.
- 2 Talk to the two bullies on the south side of town to learn about Uptaten Towers.
- 3 Return to Mr. Whitaker's room and talk to your dad.
- 4 Get up in the evening and adventure with Bianca.

ITEM LIST

- Book "The Four Great Furry Friends" [bookshelf in Mr. Whitaker's room]
- Chimaera wing [upstairs in the inn]
- Seed of resilience [upstairs in the inn]

WILDERNESS FLORA AND FAUNA

	NAME	HP	EXP	GOLD	ITEM DROP
	010 Bubble slime	15	6	7	Antidotal herb
	006 Bunicorn	12	4	3	Leather hat
	007 Combatterpillar	15	4	4	Seed of wisdom
	004 Dracky ♥♥♥	10	4	3	Medicinal herb
	011 Fat Rat ♥♥♥	18	4	8	Medicinal herb
	005 Hammerhood	18	6	3	Medicinal herb

WEAPON SHOP

WEAPON	COST
 Bamboo spear	50
 Oaken staff	130
 Bronze knife	150
 Copper sword	270
 Thorn whip	350
 Boomerang	420

ARMOUR SHOP

NAME	COST
 Wayfarer's clothes	70
 Silk apron	110
 Leather armor	180
 Leather dress	380
 Scale shield	180
 Hardwood headwear	120

ITEM SHOP

NAME	COST
 Medicinal herb	8
 Antidotal herb	10
 Holy water	20
 Chimaera wing	25
 Musk	80
 Hairband	150

Roundbeck isn't far from Whealbrook. Your small party arrives there without mishap, and it's off to the inn where Mr. Whitaker is resting. The older fellow has been temporarily disabled by a nasty cold, but your father is certain that it won't be too bad of a recovery.

Leave the room and Bianca follows. Explore the town with her. There are a couple of items in the dressers upstairs. Exit the inn and talk to the woman in a nearby pasture to find out the location of Uptaten Towers.



You hear more about that place when you and Bianca meet two of the town's least impressive residents, who are picking on a cat. Bianca wants to take the cat from them, but they refuse to give it up until you complete a quest for them. They want the ghosts of Uptaten Towers taken care of. Clearly they don't think anyone would be bold enough to take them up on their challenge.

Do some shopping around town, then return to the inn and talk to your father. He thinks about heading out, but Mrs. Whitaker won't hear of it. She wants everyone to stay for at least one evening. Bianca steals in during the evening and wakes you up. She wants to go out and clear the ghosts from Uptaten Towers.





Uptaten Towers



OBJECTIVES

- 1 Travel through the wilderness to the west and then north of Roundbeck to find Uptaten Towers.
- 2 Approach the Towers and climb the ladders in the back to enter the structure.
- 3 Go inside and watch the scene with the skeletons as you try to move through the first area.
- 4 Descend and exit the next hallway; outside is a balcony with two graves.
- 5 Examine the graves and open Bianca's.
- 6 Talk to the ghost in the library.
- 7 Go down another floor and talk to the ghost of Miss Count.
- 8 Drop through the pits, then walk through the gloom until you find more stairs leading down.
- 9 Follow the ghost of Count Uptaten and speak with him on the parapets.
- 10 Go down another flight of stairs, walk through the ball room, and continue descending until you reach the kitchen.
- 11 Take the torch from a pot inside the kitchen.
- 12 Return to the dark level and light the torch.
- 13 Walk into the throne room and talk to the demon.
- 14 Climb back up to the throne room and chase the demon outside; follow to engage and defeat it.
- 15 Return to Roundbeck victorious.



ITEM LIST

- Chimaera wing [in a pot, outside the towers]
- Medicinal herb [in a pot, outside the towers]
- Book "A Collection of Love Poems" [left side of the castle library]
- Handwoven cape [in a cabinet, Miss Count's room]
- Medicinal herb [in a cabinet, Miss Count's room]
- Silver tea tray [in a cabinet, Miss Count's room]
- Medicinal herb [inside a pot, in the kitchen]
- Torch [inside a pot, in the kitchen]
- Chimaera wing [in a chest, reached via the pit on the dark level]
- Silver teapot [in a chest, reached via the pit on the dark level]
- Silver teacup [in the treasure room]
- 30 gold coins [in the treasure room]
- Seed of strength [in the treasure room]
- Gold orb [reward for saving the Uptaten Towers]

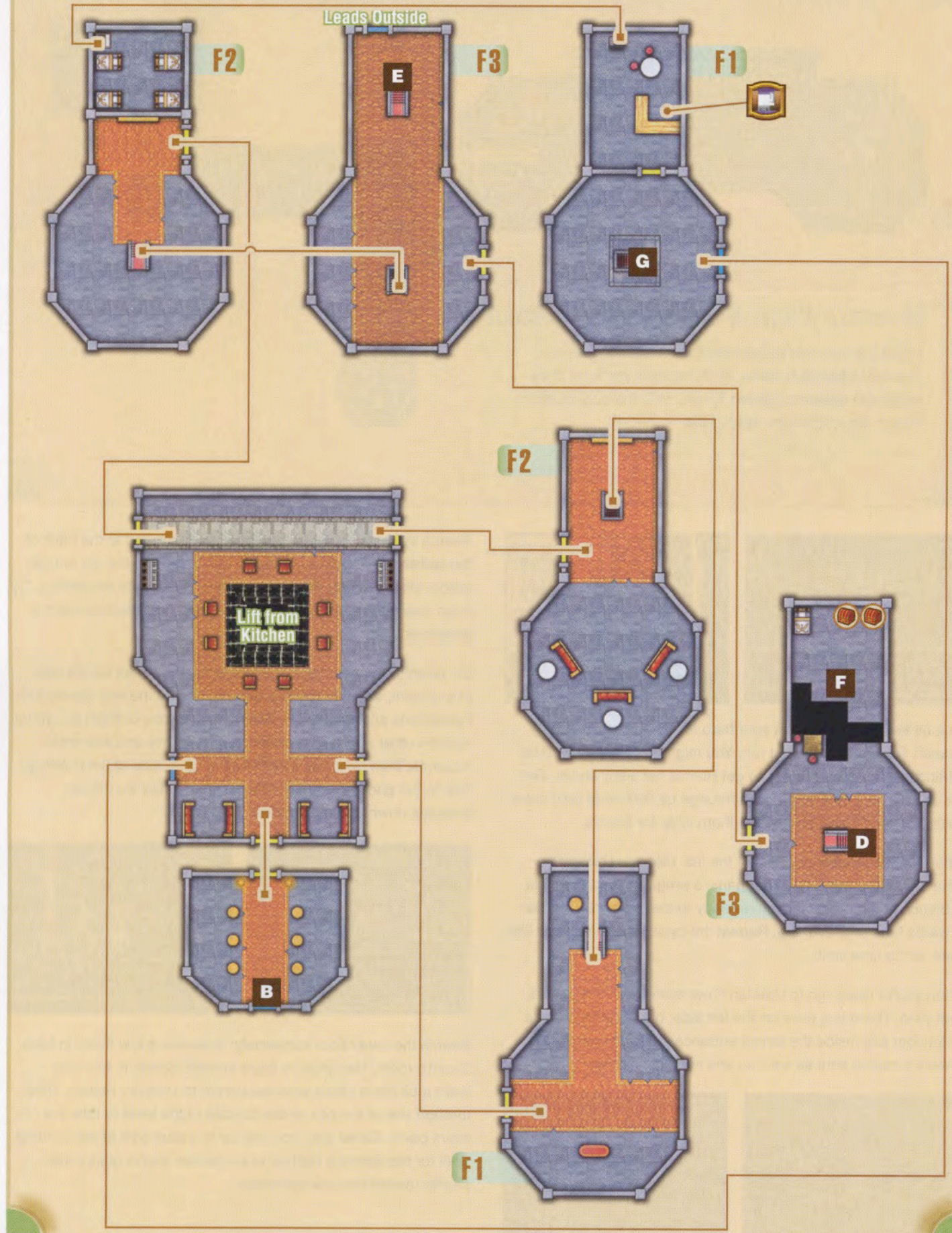
WILDERNESS FLORA AND FAUNA

	NAME	HP	EXP	GOLD	ITEM DROP
	010 Bubble slime	15	6	7	Antidotal herb
	007 Combatterpillar	15	4	4	Seed of wisdom
	011 Fat Rat ♥♥♥	18	4	8	Medicinal herb
	009 Funky Ferret	16	5	6	Seed of agility
	015 Jailcat ♥♥	21	11	7	Rags

LOCAL FLORA AND FAUNA

	NAME	HP	EXP	GOLD	ITEM DROP
	012 Bona constrictor	15	7	7	Medicinal herb
	004 Dracky ♥♥♥	10	4	3	Medicinal herb
	009 Funky ferret	16	5	6	Seed of agility
	025 Ghost ♥♥♥	22	11	12	Holy water
	N/A Haunted housekeeper	200	300	180	Seed of strength
	026 Wax murderer ♥♥	24	13	11	Bronze knife
	021 Will-o'-the-whips	20	12	7	Medicinal herb





B1



B2



Monsters Within & and Monsters Without

Notice that there are two monster lists for Uptaten Towers. The wilderness list indicates which monsters are found in the wilderness outside of Uptaten Towers, while the local list shows what to expect once you head inside!



It's a bit too much to expect your hero and Bianca to conquer Uptaten Towers on their first run. You might be better served by fighting out in the wilderness to get Bianca her early levels. Get her up to level 5 or 6 and try to scrounge up 350 more gold coins, which is enough to purchase the thorn whip for Bianca.

Return to Roundbeck and rest at the inn. Get any shopping done during the day, save your game's progress, and then talk to Bianca at the inn when you're ready to sleep again. This fast forwards time until evening. Repeat the cycle as often as you like; there isn't a time limit.

When you're ready, go to Uptaten Towers and look around the front yard. There is a cave on the left side, but it's blocked by a metal door just inside the tunnel entrance. The main door of the Towers is rusted shut as well, so you can't go in there.

Search the pots on the right side, then go around to the back of the building to find some ladders. Climb them to the top and go inside. Walk through the first room and investigate the coffins. Try to go downstairs and watch what happens with Bianca and the skeletons.

Go down to the next floor and look for a shady exit on the side of the room, which leads to a terrace. Locate the two graves with inscriptions and read them. Wait a minute, one of them is...yours and the other one is Bianca's! Open her grave and see what happens, then go to the library on the other side of the building. Talk to the ghost to open a new passage. Take the secret passage down to the next level.



Search the lower floor completely; there are a few items in Miss Count's room. Her ghost is there as well. Speak to her and learn a bit more about what happened to Uptaten Towers. Drop through one of the pits on the far side of the level or take the stairs down. Either way, you end up in a dark part of the building. Wait for the lightning flashes to see where you're going, then shuffle toward the next staircase.



You catch a quick glimpse of the Count as you reach the floor below. Follow him through a couple of rooms and out onto the parapets. Speak with him. He asks for help freeing the spirits of the Towers. For fun, say "No" once and watch what happens; there aren't any penalties for doing this. Say "Yes" the next time he asks. He then tells you where to get a torch.

Take the stairs down from your current floor, then cross the large ballroom. The upper tiers of the Towers aren't infested with monsters, but now you start seeing enemies. Most of them aren't too difficult; use medicinal herbs for healing and hold back on using Bianca's magic for now. Her thorn whip (if you purchased it) deals more than enough damage on its own.



On the other side of the ballroom is another staircase that leads down into the kitchen. Search the kitchen for a medicinal herb and the torch. Now you have nothing to fear from the darkness!

Return to the room with Count Uptaten and make your way upstairs to a darkened floor. Use the torch to look around. The throne room is on the middle of this level. The demonic spirit inhabiting the throne room is waiting. Go up to it and speak. The demon asks whether you're willing to have dinner with it. No matter what, you're going to have to say "Yes" some time!



This drops you down a few floors and triggers a small fight. Slash away at the wax murderers, and climb back up to the throne room. The demon realizes that he's in trouble and flees outside. Make sure your health is topped off and then give chase. Speak to the haunted housekeeper to begin the battle.

Resting & Saving

Now that you have the torch, climb back up the stairs and return to the ball room. Open the double doors on the side of the chamber to reach the front door and open them. You're free to leave Uptaten Towers, rest, save, and return at your leisure. You won't have to redo the upper floors.

Another method is to use the inn inside the Towers (the inn is almost directly above the kitchen). You can't save there, but you can get some rest. Doing this kicks you outside the castle; that's why you don't want to rest at the inn until you've opened the front doors.





HAUNTED HOUSEKEEPER

HP 200

ATK 36

MP 40

DEF 50

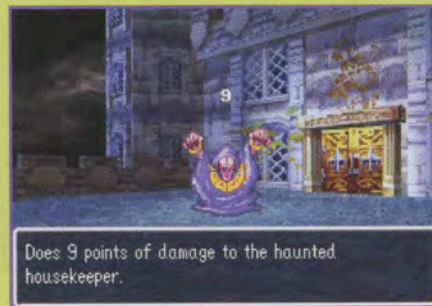
EXP 300

AGI 20

GOLD 180

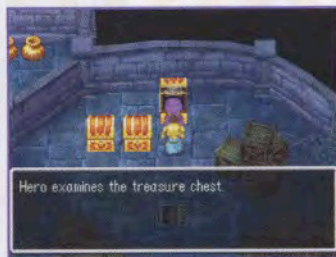
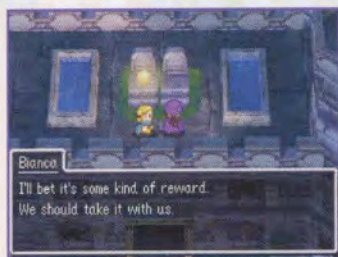
The haunted housekeeper can't cause much burst damage against your characters. It's a war of attrition, but you should be in great shape because of resting at the inn. Have Bianca use medicinal herbs to take care of healing and let your main hero deal as much damage as possible.

Spend the first two rounds setting up the encounter. Use Kasap and Dazzle with Bianca. After these are in place, she can heal during rounds when it's necessary or use Frizz (she does almost as much damage with the thorn whip, but Frizz is a bit stronger).



Defeating the haunted housekeeper frees the spirits of Uptaten Towers. Banish the housekeeper and speak with the Count one last time. He and his wife are going to be okay. They go on to their final rest and leave you with a **gold orb**.

Go to the back of the corridor and climb up to the Towers' treasure room. You find a few good items here, including the last piece of **Toff's tea set**. The three pieces you grabbed combine into the full set as soon as you receive the cup.



Leave the main building, but don't go out to the wilderness quite yet. Remember that there is a cave near the entrance of this area. It had a locked door when you first passed it. Go into that cave now and try the door. It opens!

Return to Roundbeck and get some rest. You and Bianca collect the cat from the lame bullies, then it's time to name him. Bianca gives you a few names to choose from: Saber, Leo, Spot, Mohicat, Tom, Purrpy, Moggy, Punk, Pyjamas, and Baumren. Pick the one you like the most.

Do any final shopping, then talk to your father outside the inn. He asks if you're ready to leave. He listens this time if you say "no" and gives you more time to walk around. There isn't anything new to do at this point other than to talk to the Roundbeck folks, so you can leave at any point. As you leave, Bianca gives you her ribbon as a keepsake.



Back to Whealbrook



OBJECTIVES

- 1 Go back home with your father and rest.
- 2 Talk to the people in town and find out the latest rumors [optional].
- 3 Talk to the strange man outside the church.
- 4 The bar is in the inn's basement; go down there and talk to the translucent girl.
- 5 Go into Sancho's basement and talk to the girl again.

Item Shop Open for Business

The item shop in Whealbrook was closed last time you were here. Mr. Rockefeller is the owner of the place, so it couldn't run without him. Now that he is back, you can buy medicinal and antidotal herbs there. Restock if you used many of your supplies during the Uptaten Towers battles. Talk to Mr. Rockefeller. He rewards you with a handwoven cape for saving him.



You and your dad get back to Whealbrook in good time. It has only been a few days, but a few things are new in town. After your father brings you back to Sancho's house, rest before heading out again. Talk to the people in Whealbrook and ask about what has been happening.

Of particular interest is the man in purple. He wanders near the church; talk to him and show him the gold orb when he asks. Next, go to the inn and take the stairs down to the bar. A translucent woman is there. No one seems to see her except for you. Other people in Whealbrook have been mentioning odd occurrences and pranks. It's possible that this girl has something to do with these events. Talk to her.

The girl tells you to meet her again in a house with a basement. Go back to Sancho's and look downstairs. Sure enough, she's waiting for you. Her name is Honey, and when you talk to her again, she takes you somewhere new!



Faerie Lea



OBJECTIVES

- 1 Meet Treacle and agree to find the Herald of Spring for her.
- 2 Shop around town [optional].
- 3 Leave Faerie Lea and travel west.

ITEM LIST

- Holy water [inside a dresser, at the armour shop]
- Seed of life [on the little island, halfway between the main building and the exit/entrance]

VILLAGE SHOP

NAME	COST
Stone fangs	240
Copper sword	270
Boomerang	420
Medicinal herb	8
Antidotal herb	10
Chimaera wing	25

ARMOUR SHOP

NAME	COST
Rags	25
Leather armour	180
Leather kilt	220
Scale armour	350
Bronze shield	370
Fur hood	400

WILDERNESS FLORA AND FAUNA

	NAME	HP	EXP	GOLD	ITEM DROP
008	Bad apple ♥♥♥	22	9	8	Chimaera wing
196	Battle pip ♥♥	50	24	9	Antidotal herb
010	Bubble slime	15	6	7	Antidotal herb
197	Epipany ♥♥	37	22	12	Holy water
030	Healslime ♥♥	35	19	14	Medicinal herb
013	Lickspittle	22	8	5	Bamboo spear
016	Mental pitcher	23	13	10	Seed of magic
195	Pip fighter ♥♥	45	25	25	Medicinal herb
198	Wiz pip ♥♥	32	23	18	T 'n' ticket

Faerie Lea is having an awfully long winter. The faeries who live there are responsible for the changing of the seasons, but they need a special flute to attend to their duties. Someone has stolen it, and the faerie leader needs your help to get it back. Agree to help her people.

You, your cat, and Honey are now working together. Take a look around to get your bearings. You probably don't have the funds to purchase all of the new armor in this area, but hopefully you have enough gold to grab the stone fangs for your cat. These provide a major boost to your cat's damage, and they are well worth the money.

The armour shop is on the right side of Faerie Lea; the village shop is on the left, inside the inn. You can save at the church, which is inside the main building. Otherwise, there isn't too much to do here. Go out into the wild and see what it's like.

Build some extra money if you want to purchase a few upgrades for your party. The inn in Faerie Lea is inexpensive, and local fighting is quite safe because you can stay close to town. This also provides an opportunity to get your cat a few levels (he becomes much tougher because of this).

Your party wakes up back in the normal world if you use the inn. Go back to Sancho's basement and take the light bridge back to Faerie Lea when you wish to return.

DUNGEON

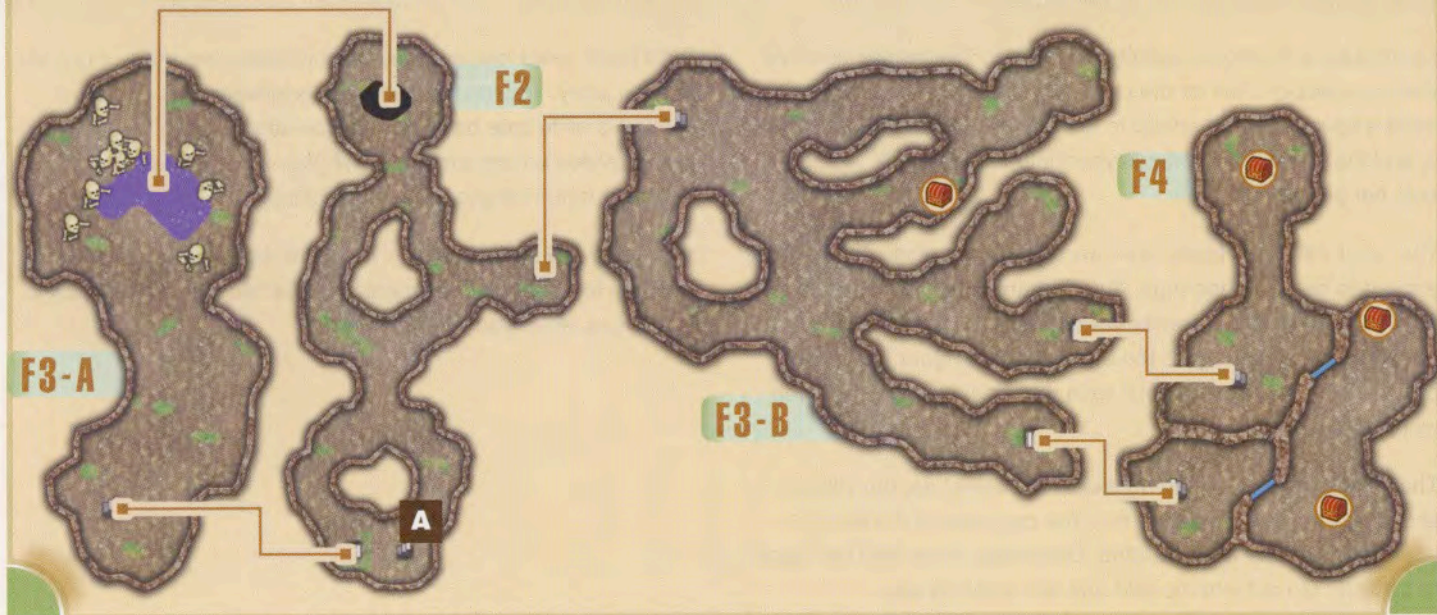
Recommended Hero Level: 9

Dwarf's Den



F1

A



OBJECTIVES

- 1 Explore and loot the cave [optional].
- 2 Find out more about Dwight [optional].
- 3 Find the book "Lots about Locks."

ITEM LIST

- 100 gold coins [chest on the initial floor]
- 25 gold coins [chest on the initial floor]
- Seed of agility [chest on the eastern side of F3]
- Book "Lots about Locks" [northern side of F4]
- 120 gold coins [eastern side of F4]
- Seed of life [southern side of F4]

LOCAL FLORA AND FAUNA

	NAME	HP	EXP	GOLD	ITEM DROP
	022 Foetid ferret	28	15	11	Chimaera wing
	014 Frizzard	27	12	8	Leather hat
	020 Lava larva	50	17	10	Medicinal herb
	013 Lickspittle	22	8	5	Bamboo spear
	017 Time burrm	22	15	9	Medicinal herb
	021 Will-o'-the-whips	20	12	7	Medicinal herb

There is a cave west of Faerie Lea where at least one dwarf lives. You get a hint of this before leaving town, because one faerie mentions a dwarf who was kicked out of town for writing about lockpicking.



Sure enough, the cave isn't hard to find and a dwarf is living there. The cave is a four-level dungeon with some medium-intensity fighting. There aren't any bosses to worry about, but sometimes you face groups with quite a number of targets.

The boomerang really helps in here, if you have one for your hero. Open the two chests near the entrance; both of them have gold coins that are ripe for the taking. Afterward head south and talk to the lone dwarf. He lives here with a friendly slime. Listen to what both have to say, then continue deeper into the caverns.

The stairs down are in the south. Hug the eastern wall on the second floor. There are three possible ways to descend; both the nearby staircase and the pit in the north can wait. They lead to the same place, and the only thing down there is a wandering adventurer with an overinflated sense of ego.



Search the upper-right portion of the cave when you reach the third floor, then move toward the southeastern side to climb down again. Loot everything on the bottom floor when you get there, use any of the seeds that you have found, and then return to Faerie Lea. Rest, save, and buy any new items that you can afford.

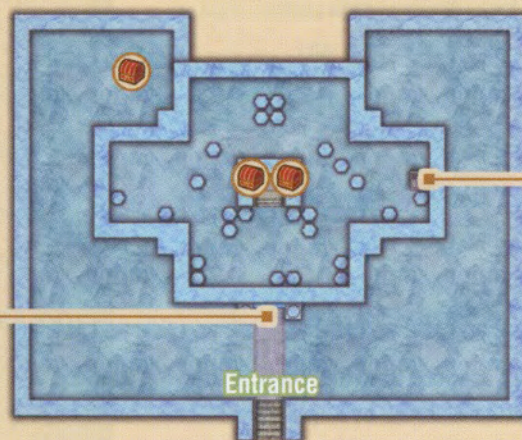


Next Time Around

It's going to be quite a while before you come back to the dwarf's den (unless you just turn around and step through the entrance, but that's beside the point). If you return to this cave much later in the game, you'll find that someone else is here to talk to. You can find a new recruit for your party by doing this.

But this guide won't spoil it for you. Just return when you are older and talk to whoever is inside the room on the first floor. Ask them to join you, and voila, you'll have another member for your party.

The Winter Palace



F2-A



F2-B






OBJECTIVES

- 1 Unlock the front door with your secret knowledge.
- 2 Climb to the second floor of the building.
- 3 Talk with Dwight Dwarf and survive the two encounters that follow.
- 4 Loot the Queen's treasure and return to Treacle.

ITEM LIST

- Seed of wisdom [outside the castle, around back]
- Chimaera wing [chest in the basement]
- 5 gold coins [chest in the basement]
- Boomerang [chest on F2]
- Herald of Spring [chest on F2]

WILDERNESS FLORA AND FAUNA

	NAME	HP	EXP	GOLD	ITEM DROP
	012 Bona Constrictor	15	7	7	Medicinal herb
	019 Cactiball	25	16	9	Leather hat
	013 Lickspittle	22	8	5	Medicinal herb
	016 Mental Pitcher	23	13	10	Medicinal herb
	018 Prestidigitator ♥♥♥	30	18	20	Medicinal herb

LOCAL FLORA AND FAUNA

	NAME	HP	EXP	GOLD	ITEM DROP
	029 Brrattling Snake	29	22	12	Bone stake
	024 Drackyma	30	16	10	Wayfarer's clothes
	N/A Dwight	140	105	50	Magic water
	018 Prestidigitator	30	18	20	Magic water
	028 Spiked Hare	27	20	13	Fur hood
	N/A Winter Queen	550	650	200	Chimaera wing

You can't get into the Winter Palace until your hero knows how to pick locks. If you visited the dwarf's den already, as suggested, you can open the door immediately. Search around the left side of the castle before going in; there is a seed of wisdom in a hidden chest.



Most of the area is covered in thick ice. Your party can't get much traction while moving around. This causes everyone to slide for several steps each time you try to go anywhere. Look ahead of your party and watch for obstacles that could block your slides. Use these to stop the party and redirect your movements.

The pit just inside the front door is worthless. The basement here has three chests, but none of them have worthwhile loot (one is empty, another has **5 gold coins**, and the best has a **chimaera wing**).

The staircase you want is on the right side, tucked between two heavy blocks of ice. It's rather easy to reach, and you can get it through trial and error even if you have trouble navigating the icy route.

Dwight is the dwarf you heard about while moving through the dwarf's den. He's up here; standing in the center of the second floor. Heal up and talk to Dwight.



DWIGHT

Dwight isn't extremely tough, and you won't have any problems with him. His low damage output and trivial staying power might lull you into a false sense of security. Don't fall for that. Attend to any healing in the second or third round and ensure that your party is ready to deal with the actual lord of this manor. You're about to find out who it is!

HP 140

ATK 42

MP 6

DEF 40

EXP 105

AGI 28

GOLD 50





THE WINTER QUEEN

HP

550

MP

90

EXP

650

GOLD

200

ATK

50

DEF

45

AGI

18



This seems more like someone who would steal the Herald of Spring. The Winter Queen is a very powerful opponent, and she's not going to hold anything back.

The Queen uses a mix of attacks; she doesn't have any defensive properties. Instead, she relies on considerable health and deadly area-of-effect attacks to win the day. Honey tries to keep you and your cat

healed, but she's not always dependable. Use your Heal spells to supplement Honey's healing; you might even have Midheal by now, which is nice if your character is ever especially low on health.



Always keep your health above 30. The Queen's cool breath hits your hero the hardest because he's out in front of everyone else. Beyond that, the Winter Queen's best single-target hits can do almost 30 damage in a single blow.

Keep chipping away until this boss falls. She drops a **chimaera wing**, and there are also two chests behind her once you have control of your party again. Loot these to grab a **boomerang** and the **Herald of Spring**.

Go back to Faerie Lea and tell Treacle the great news. Honey gives you a **branch** in parting, and the faeries promise to aid you if you ever need their help. Finally, Treacle returns you to your home, safe and sound.

ON THE GO

Sancho greets you as soon as you get back. He explains that your father is leaving for Coburg Castle. He offers to take the branch from you and put it on the table upstairs. Look for Pankraz at the church. He's saying a prayer before starting off. Talk to him, then go to the town gate. Meet your dad again and start the trip east.



Branching Out as a Collector

Go upstairs and collect the branch again before leaving. This is a collectible item that comes into play much later in the story.



Coburg



OBJECTIVES

- 1 Arrive in Coburg and follow your father to the throne room.
- 2 Split off and talk to the two Princes and the other castle residents.
- 3 Return to the throne room and talk to the King.
- 4 Talk to Prince Harry again and agree to be his lackey.
- 5 Open the chest south of Harry's room.
- 6 Search underneath Prince Harry's chair to uncover a hidden staircase.
- 7 Follow Harry downstairs and watch the scene that unfolds.
- 8 Follow the men and Harry out the eastern door.
- 9 Go talk to your father; he's outside of Harry's chambers.
- 10 Follow your father into town.
- 11 Talk to the townsfolk to find out about a cave to the east.

ITEM LIST

- Seed of magic [in a dresser on the eastern side, lower floor]

WEAPON SHOP

WEAPON	COST
Copper sword	270
Boomerang	420
Iron staff	850
Chain whip	1200
Stone fangs	240
Iron claw	550

ITEM STORE

WEAPON	COST
Medicinal herb	8
Antidotal herb	10
Holy water	20
Chimaera wing	25
Moonwort bulb	30
Musk	80

ARMOUR SHOP (TRAVELING MERCHANT)

NAME	COST
Fur cape	550
Bronze armour	700
Iron armour	1200
Iron shield	720
Fur hood	400
Iron helmet	1100

WILDERNESS FLORA AND FAUNA

	NAME	HP	EXP	GOLD	ITEM DROP
	023 Dirty rat	10	3	2	Medicinal herb
	032 Fandangow ♥♥	12	4	3	Leather hat
	034 Scaraburrower	7	2	2	Medicinal herb
	037 Slime knight ♥♥♥	10	4	3	Medicinal herb
	035 Terracotta warrior	18	6	3	Medicinal herb

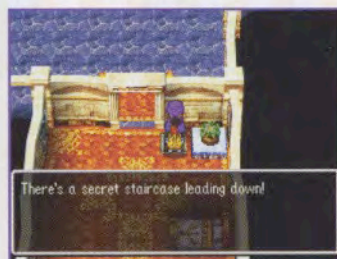
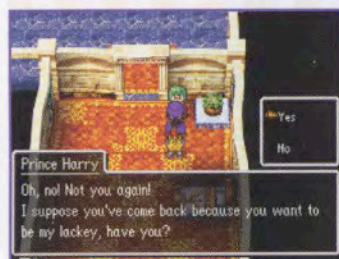
Take the scenic trip to Coburg with your father. It's longer than most of the walks you have been on previously, but there shouldn't be many attacks. The two of you cross the bridge into eastern territory, and soon after that, you arrive in the city.



Your dad goes right up to the castle and heads in. The guards don't stop him for long, and the two of you get to see the King. While they are talking, you get to slip away and talk to people around the castle. The politics in Coburg are rather interesting; go ahead and meet the two Princes, the guards, and the people who live at the castle.

Once you have explored the castle, return to the throne room and talk to the King. He wants you to get to know Prince Harry better. Harry is not a happy kid these days, and the King wants him to have more friends.

Go through the eastern door, beneath the throne room. Harry's chambers are over there. Your dad is now standing in that area, but he doesn't know how to handle Harry. He'd prefer that you find a way to befriend the Prince.



Walk into Harry's chambers and talk to him. Say "yes" to being Harry's lackey, then try to loot the chest in the southern part of his chambers. It's empty. When you go back into the room, Harry is gone. Search the chair near the door. Yup, there's a secret passage leading down.

Climb down the staircase and talk to Harry again. Here you are interrupted by two men who come through the eastern doorway. Follow them out and watch where they are taking Harry. Hurry back up to Harry's chambers and find your dad. Tell him what happened, then follow him out of the castle, and into town.

Talk to the town residents, then set off into the wilderness. There's a cave to the east that you need to investigate.





Ancient Ruins



OBJECTIVES

- 1 Cross the main room of the cavern, going east.
- 2 Take the bridge that leads north.
- 3 Walk west and follow that path until you reach your father.
- 4 Join Pankraz and walk north to reach the docks.
- 5 Steer the raft north through the waterway to find Prince Harry's cell.
- 6 Try to take Prince Harry back out of the dungeon.

ITEM LIST

- 180 gold coins [chest on the lower portion of the main room]
- Antidotal herb [chest on the right side of the main room]
- T 'n' T ticket [barrel in the bandits' room]
- Seed of strength [bottom-right side of the main room]
- Monster munchies [lower-left side of the flooded room]
- Elfin elixir [top side of the flooded room]

WILDERNESS FLORA AND FAUNA

	NAME	HP	EXP	GOLD	ITEM DROP
	038 Bag o' laughs	31	10	55	Chimaera wing
	039 Brownie ♥♥♥♥	47	21	15	Monster munchies
	030 Healslime ♥♥	35	19	14	Medicinal herb
	031 Screwball pitcher	24	17	3	Seed of life
	033 Sizzard	37	20	15	Stone fangs
	001 Slime ♥♥♥♥	7	1	1	Medicinal herb
	037 Slime knight ♥♥♥♥	40	37	22	Bronze armour

LOCAL FLORA AND FAUNA

	NAME	HP	EXP	GOLD	ITEM DROP
	038 Bag o' laughs	31	10	55	Chimaera wing
	029 Brrrattling snake	29	22	12	Bone stake
	039 Brownie ♥♥♥♥	47	21	15	Monster munchies
	036 Eyelasher	34	27	19	Medicinal herb
	030 Healslime ♥♥	35	19	14	Medicinal herb
	027 Lesionnaire	42	25	12	Copper sword
	033 Sizzard	37	20	15	Stone fangs
	037 Slime knight ♥♥♥♥	40	37	22	Bronze armour
	035 Terracotta warrior	50	25	12	Seed of resilience

What looks like a crude cave from the outside turns out to be an underground complex. The ground is paved, the ceilings are high, and water is channeled throughout the area. The ruins themselves are quite old, but it feels like somebody's been keeping them in good repair.

Go straight until you reach the large, central chamber of the building. Turn east and make your way across the bridges. It is almost a linear path, but you can split off to check out a small room where several bandits are drinking. They are too drunk to realize you are a threat, and frankly it's best not to mess with them.



Plunder all the chests, even if you have to look carefully and do some backtracking. The treasure in here is very nice, so it's worth the time investment.

The route winds along the eastern side of the main room. Eventually, it leads you to a stairway onto another high bridge. Take this passage north. The next cavern is flooded, so it is difficult to get around. Explore if you like, but the fast way to find your dad is west. This route extends back into the main chamber, and now you can reach the room where your dad is fighting.

Watch Pankraz demolish his enemies. Afterward, he notices you are there and praises your resilience. A new door opens, and the two of you join forces to find out what's ahead.



Get on the raft in the flooded chamber. Open the chests on the lower-left side and up top, then ride the raft north into another room. Prince Harry is locked in a cell there. Your dad frees him, and it is your task to escort the Prince to safety. Get back on the raft and sail to the lower-left side of the flooded room. A door there leads back to the beginning of the cave. Try to escape! But, sadly, it's to no avail. The fight with Bishop Ladjia isn't a fight. It's a slaughter. How can you possibly hope to survive?

Don't use special items or waste anything on this fight. You're doomed to lose. Try to accept what's coming; there are tough times ahead.



Life as a Slave

OBJECTIVES

- 1 Talk to the other slaves (optional).
- 2 Speak with Harry on the upper tier of the building.
- 3 Go down the stairs and meet Maria's brother; talk to him.
- 4 Go to the rest chamber with the other slaves and speak with them in the morning.
- 5 Get back to work, talk to the other slaves up top, then take the stairs toward the lower quarry.
- 6 Interrupt a beating and hand out a pile of steaming justice.
- 7 Talk to Harry while you wait in your cell and hope for the best.



You and Harry have been working together for ten years. You've grown tall and strong, but it's a desperate time. The story resumes as you find yourself in a quarry beneath a temple. The temple is being built by slaves and you have no weapons.



Talk to the other slaves in the quarry to find out more about the area. The way up is to the east. Climb up the ramp and talk to more of the slaves on the temple summit. Harry is up there too. It's amazing, but he's grown in many ways as well. There's something much stronger about Harry now. Speak to him for some words of support.

To the left there is a staircase into the temple. Look inside and greet the guard in the small room below. He's concerned about his sister, a girl named Maria. She's been enslaved as well, and the guard fears for her. Go back up top; the day is ending, and it's time for rest.

Talk to the slaves the next morning. Approach the southern door when you're done and get back to work. Talk to a few more of the slaves at the top of the temple before heading down to the quarry. Work has come to a halt because everyone is watching Maria get beaten. Harry loses his cool and charges the slave-drivers. Join him!



The fight is an easy one. The cowards are wielding only whips, and they've grown fat with their sloth. Heal yourself and Harry, and watch the enemies fall.

Maria's brother responds to the racket and has you and Harry thrown in jail. Talk to Harry twice while you wait in the cell and cross your fingers. Maybe someone will come to your aid. Watch the scene that follows and make your bid for freedom.

Heaven's Above Abbey



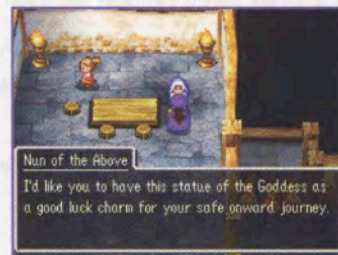
OBJECTIVES

- 1 Wake up and attend Maria's baptism.
- 2 Look around the Abbey as much as you want, then meet Harry outside, by the gate.

ITEM LIST

- 1,000 gold coins [given to you by Maria]
- Crude image [given to you by a sister in the Abbey]
- Book "The Maiden of Abovital" [in a bookcase at the back of the Abbey]

You, Harry, and Maria have arrived at the Heaven's Above Abbey. The sisters there have nursed you back to health, and all of your equipment is in working order. Get up and find Harry; he's just outside your room. Talk to him and go watch Maria's baptism. She's joining the order.



Talk to everyone after the ceremony is over. Maria is on the right side of the Abbey. She gives you **1,000 gold coins** to help you begin your new journey. For another reward, talk to one of the sisters near the entrance of the Abbey; she's in the room to the left of the front door. She gives you the **crude image**.

The sisters offer a full range of clerical services if you need them. Feel free to return to the Abbey at any time to visit Maria.

To leave, exit the building and talk to Harry. Let him know that you are ready to go. He says goodbye to everyone and then comes along. Both of you have a lot to do.



Fortuna



OBJECTIVES

- 1 Outfit Harry with some better armor.
- 2 Rest (optional).
- 3 Check out the casino in the center of town (optional, but fun).
- 4 Wait outside town until night falls, then come back to Fortuna.
- 5 At night, visit the store in the northwest to buy a wagon (costs 300 gold pieces).
- 6 Talk to the Fortune Teller in the northern part of town.

ITEM LIST

- Monster munchies [inside a pot, Monty's house]
- Pot lid [inside a pot, Monty's house]
- Medicinal herb [a dresser in a private home, northern part of town]
- T 'n' T ticket [in a barrel, upper story of the armour shop, mid town]
- Seed of resilience [in a dresser, upper story of the armour shop, mid town]
- T 'n' T ticket [in a dresser, F2 of the inn]
- Silver tiara [dancer's area of the casino]
- Silk robe [dancer's area of the casino]
- T 'n' T ticket [in the casino basement, near the slurpodrome]

WEAPON SHOP

NAME	COST
Stone fangs	240
Boomerang	420
Chain sickle	900
Chain whip	1200
Edged boomerang	1500

ARMOUR SHOP

NAME	COST
Chain mail	500
Bronze armour	700
Iron cuirass	1000
Iron armour	1200
Iron helmet	1100
Slime gooniform	330







ARMOUR SHOP (BUILDING)

NAME	COST
Leather kilt	220
Scale shield	180
Bronze shield	370
Pointy hat	70
Hardwood headwear	120
Rags	25

ITEM SHOP

NAME	COST
Medicinal herb	8
Antidotal herb	10
Holy water	20
Chimaera wing	25
Moonwort bulb	30
Musk	80

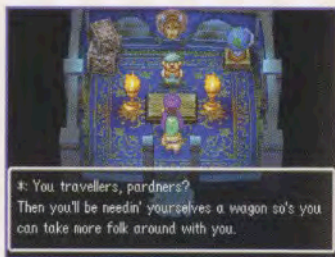
CASINO PRIZES

NAME	COST (CASINO TOKENS)
 Elfin elixir	300
 Yggdrasil leaf	1000
 Kamikazee bracer	5000
 Falcon knife earrings	10000
 Metal king sword	50000
 Gringham whip	250000

WILDERNESS FLORA AND FAUNA

NAME	HP	EXP	GOLD	ITEM DROP
 038 Bag o' laughs	31	10	55	Chimaera wing
 039 Brownie ♥♥♥	47	21	15	Monster munchies
 042 Flatulent Ferret	37	35	30	Scale shield
 015 Jailcat ♥♥	21	11	7	Rags
 030 Healslime ♥♥	35	19	14	Medicinal herb
 033 Sizzard	37	20	15	Stone fangs
 001 Slime ♥♥♥	7	1	1	Medicinal herb

Fortuna is a place that sucks people in and doesn't let go. The entire town flourishes because of its convenient locations for travelers. A casino dominates the town and this place never sleeps.



Shop around for improved gear. There are two armour shops in town, and Harry badly needs some better equipment. After that, meet Monty in the southwestern part of town. He's an important man to befriend. His house is where you drop off monsters. Drop off monsters?!?! Yes, maybe it's time to explain that aspect of the game (see the following note).

Loot the town as best you can, and stop at the casino for a while if that suits you. There are wonderful prizes to be won if you have luck and patience on your side. When all is done, travel north. The town of Whealbrook isn't too far away, and you need to see what's happened in your absence.

DON'T JUDGE A MONSTER BY ITS FANGS

Your hero can buy a wagon in town for 300 gold coins. These items are sold at the curiosity shop in the northwest. Come any time during the evening to make your purchase.

Once you have the wagon, it's possible to recruit monsters. All you have to do is fight creatures and defeat large groups of them over time. Eventually, you can find a few that want to join your party and stick around.

Recruited monsters can fight, gain levels, and are a valuable addition to your team. This guide has a chapter after the Bestiary that explains the recruitment system.

Once you have monsters, they ride around with you. Wagons can only support a modest number of these friendly fellows, so send them to Monty's monstergarten. He takes your excess creatures and stores them.



Where Should I Level Build?

Harry is still low level and you might get a fresh monster or two to play with. This makes the idea of level building somewhat tantalizing. The monsters near Fortuna aren't the best for gaining experience and money; they are a little too soft.

The fighting is better to the north, near Whealbrook. There is also an inn in Whealbrook, so you don't have to run back down to Fortuna for rest.

That said, the BEST experience comes from the deeper levels of Whealbrook Adit. There are metal slimes down there. One lucky shot could get you over 1,000 EXP. Power leveling in Whealbrook Adit is almost always the best choice.





A Troubled Whealbrook



OBJECTIVES

- 1 Talk to the surviving townsfolk (optional).
- 2 Take the Old Man's raft into the Whealbrook Adit.

ITEM LIST

- Seed of wisdom [inside the Old Man's house]

WILDERNESS FLORA AND FAUNA

	NAME	HP	EXP	GOLD	ITEM DROP
	044 Bludgerigar	30	38	30	Chimaera wing
	004 Dracky	10	4	3	Medicinal herb
	042 Flatulent ferret	37	35	30	Scale shield
	045 Funghoul ♥ ♥	35	40	35	Antidotal herb
	027 Lesionnaire	42	25	12	Copper sword
	041 Ticking timeburm ♥ ♥	33	37	32	Rockbomb shard

Whealbrook has seen better days. The town looks like it's been through a major siege. Most of the people have left and those who remain are making a living for themselves as best they can.



No stores remain open, but there is still an inn of sorts. Go to the old item shop and talk to the survivors. They let you rest where it's relatively safe. There are also church services here, and they're probably needed more now than ever.

The Old Man near Whealbrook Adit and the slime inside the well provide clues about what to do next. Both recall that your father hid something inside the cave. Search the Old Man's home, then take his raft into Whealbrook Adit.



Deeper into the Whealbrook Adit



OBJECTIVES

- 1 Use the raft to reach a new part of the cave, in the northeast.
- 2 Descend to F4 and locate the water puzzle.
- 3 Climb a separate staircase back up to F3 and lower boulders into the water.
- 4 Descend once more, this time all the way to the bottom of the dungeon.
- 5 Read your father's letter and take the legendary Zenithian Sword.

ITEM LIST

- 850 gold coins [middle of F3]
- Iron cuirass [top of F4]
- Seed of agility [top of F4]
- Night light [in the water-filled area of F4]
- Leather kilt [right side of the final floor]
- Seed of strength [top part of the final floor]
- Pankraz's letter [top part of the final floor]
- Zenithian Sword [stuck in the ground on the final floor]

LOCAL FLORA AND FAUNA

	NAME	HP	EXP	GOLD	ITEM DROP
	039 Brownie ♥♥♥♥	47	21	15	Monster munchies
	048 Owlbear	41	45	40	Iron shield
	027 Lesionnaire	42	25	12	Copper sword
	043 Metal slime ♥	5	1350	75	Seed of agility
	001 Slime ♥♥♥♥	7	1	1	Medicinal herb
	028 Spiked hare	27	20	13	Fur hood
	035 Terracotta warrior	50	25	12	Seed of resilience
	047 Walking corpse ♥♥	70	57	15	Rags
	046 Wickerman	41	42	37	Bronze knife
	051 Wyrtille	30	42	38	Seed of resilience

Whealbrook Adit is better than ever. New creatures have moved into the dungeon and you can get massive experience by fighting them. Look at the item list carefully and make sure you loot everything as you descend; there are many useful items in here.



Guide the raft to the northeastern part of the first floor. A small island has a staircase that leads into the darkness. You might have noticed it a while back when you originally entered Whealbrook Adit. Now you can investigate this stairway.

The steps go down a floor and then soon go down again. There's a single treasure chest in the upper-right side of the third floor. Get the contents of the chest and search the left side for the stairs, which lead to a room with a small puzzle. A treasure chest and the stairs down are blocked by some water. Ignore these for now; instead, search the right side for more loot and use the new staircase that leads up.

This isolated portion of the third floor has a section of damaged flooring. It's easy to see that something is wrong, because the stones are cracked. Walk over the floor and watch the boulders drop into position. Your party won't fall! March around the room until all of the stones are lowered, then revisit the fourth floor.



Now it's easy to get the treasure chest and take the formerly blocked stairs. The rest of the dungeon is completely straightforward. At the end, you find a letter from your father, some extra treasure, and the **Zenithian Sword**. Although you can pull the sword out of its stony sheath, you can't wield the weapon. Time to find the legendary hero!





A Quick Stop in Roundbeck

OBJECTIVES

- 1 Look at the new goods in the Roundbeck armour shop (optional).
- 2 Stay two nights at the inn, then talk to the woman who runs it. (Optional: receive a Zizzwizz Pillow.)
- 3 Listen to the Barkeep's story about the legendary hero.
- 4 Find out more about the situation in Coburg by talking to the villagers.
- 5 Talk to the woman who helps run the inn; ask her about Bianca.

ITEM LIST

- Mini medal [inside a pit, in the bar's basement]

WEAPON SHOP

NAME	COST
Giant mallet	220
Iron claw	550
Chain sickle	900
Chain whip	1200
Edged boomerang	1500
Paring knife	50

ARMOUR SHOP

NAME	COST
Bronze armour	700
Iron armoir	1200
Scale shield	180
Iron shield	720
Hardwood headwear	120
Iron helmet	1100

WILDERNESS FLORA AND FAUNA

	NAME	HP	EXP	GOLD	ITEM DROP
	044 Bludgerigar	30	38	30	Chimaera wing
	004 Dracky	10	4	3	Medicinal herb
	042 Flatulent Ferret	37	35	30	Scale shield
	045 Funghoul ♥♥	35	40	35	Antidotal herb
	027 Lesionnaire	42	25	12	Copper sword
	041 Ticking Timeburrm ♥♥	33	37	32	Rockbomb shard

ITEM SHOP

NAME	COST
Medicinal herb	8
Antidotal herb	10
Holy water	20
Chimaera wing	25
Pot lid	40
Plain clothes	30

Roundbeck is doing well enough, so that's a relief. There are many people to talk to and rumors abound. The general populace of the town wants to talk about Coburg. The new King is running the place into the ground from the sounds of it.



Stop by the bar and tell the waitress that you don't want a drink. She assumes that you want to know more about the legendary hero—and she's right! Go into the back of the bar and ask her father about the hero. The older guy is apparently an aficionado of hero stories, and he shares what he's heard about the legend. Before leaving the bar, go into their cellar and look at the pots. You receive a **mini medal** for your efforts.

Go to the inn and ask the woman who runs it about Bianca. The Whitaker family has moved out of town, so there's no luck there. However, you can stay at the inn for two nights in a row and get a free **Zizzwizz Pillow**.



What Are Mini Medals?

Mini medals are found throughout the land. Some are hidden in small containers and chests, while others are gained in battle. These special currency items are "spent" when you visit King Dominic. He has a number of rare and special items, and the only way to get them is to collect mini medals. More information will be revealed when it's time to meet King Dominic.

There's also a traveling nun staying at the inn. She thinks that the wards that prevent the demon world from coming into the real world are breaking down. Leave town and travel east. While sleeping in Roundbeck, Harry decided that he needs to see his home. It would be cruel to deny him such a fair request.

TOWN

Recommended Hero Level: 14



Return of the Prince

OBJECTIVES

- 1 Travel east, past the guarded bridge.
- 2 Pass through Coburg and enter the castle.
- 3 Talk to the guards in green at the key checkpoints (you can't get through).
- 4 Leave the castle and listen to Harry's idea.
- 5 Skirt the castle wall on the right and take a raft into a secret passage.

WEAPON SHOP

NAME	COST
Stone axe	700
Iron staff	850
Chain whip	1200
Steel broadsword	2000
Steel fangs	2000
Poison needle	2900

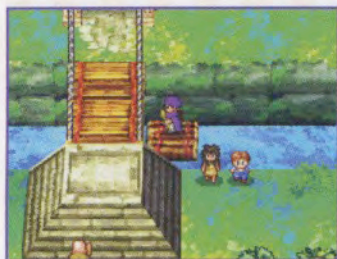
ITEM SHOP

NAME	COST
Medicinal herb	8
Antidotal herb	10
Holy water	20
Chimaera wing	25
Shellmet	150
Fur hood	400

WILDERNESS FLORA AND FAUNA

NAME	HP	EXP	GOLD	ITEM DROP
032 Fandangow ♥♥	33	19	13	Hardwood headwear
048 Owlbear	41	45	40	Iron shield
049 Powie yowie ♥♥	68	49	37	Holy water
037 Slime knight ♥♥♥	40	37	22	Bronze armour
053 Small fry ♥♥	52	50	45	Seed of life

Coburg's power has grown in the decade you've been away, but its compassion has not. The Queen Dowager rules with an iron fist and taxes are crushing the people. It's also disconcerting to see so many troops wandering around.



Get what you need from the stores and rest at the inn. Enter the castle covertly and talk to the guards along each passage. They won't let you through and Harry isn't ready to reveal who he is yet. You can also talk to resting guards and other castle servants, although this isn't required.

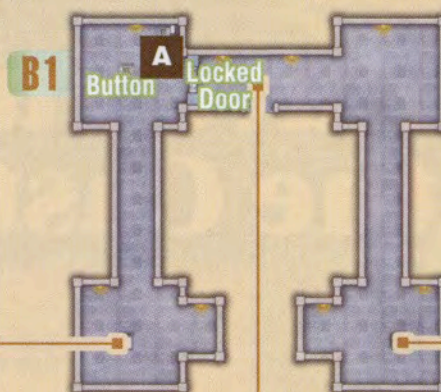
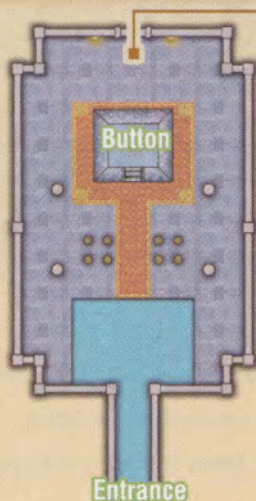
Leave the castle. Harry recalls that there is a secret way to get inside. Walk along the outside of the castle wall, going east. The party soon comes to a dock with a convenient raft waiting. Use the raft to move back to the front of the castle. When you're underneath the bridge near the front door, press up on the d-pad. Sure enough, you've found the way in!

Stop the raft when you reach dry land and disembark. Step on the yellow button in the center of the first room. A door opens, revealing access to Coburg's lower levels.

DUNGEON

Recommended Hero Level: 14

Coburg Castle Dungeon









OBJECTIVES

- 1 Explore the two basement levels and meet the captive on B2.
- 2 Use the yellow button to open the locked door, then climb up to the ground floor.

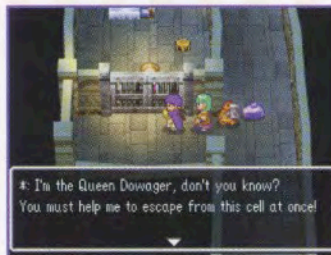
ITEM LIST

- Shellmet [in a chest at the center of B2]
- Steel fangs [in a chest at the center of B2]

LOCAL FLORA AND FAUNA

	NAME	HP	EXP	GOLD	ITEM DROP
	056 Eyepod	49	42	38	Chimaera wing
	055 Grudgerigar ♥♥	42	44	31	Medicinal herb
	052 Legerdeman	48	45	47	Magic water
	037 Slime knight ♥♥♥	40	37	22	Bronze armour
	047 Walking corpse ♥♥	70	57	15	Rags
	051 Wyrtille	30	42	38	Seed of resilience

This small area won't take long to traverse. You start at the top of B1 (the first basement floor underneath Coburg Castle). The door to your left is locked and cannot be opened from your current location. Walk south and take the stairs down to B2.



Take the left route in B2 to collect some useful treasure, then use the corridor on the right to reach the jail. Everyone in the main portion of the jail is deceased, but a cell along the western wall still holds a resident. Speak with that person.

Then, continue south and climb back up to B1. It's a short rush to the top where you find another yellow button. Press that one to open the locked door you saw earlier. You can now pass freely between the two halves of the basement. Climb the stairs up to Coburg Castle's ground floor.

CASTLE

Recommended Hero Level: 14

Have Fun Storming the Castle




OBJECTIVES

- 1 Enter the kitchen and take the back route to the throne room.
- 2 Talk to King Wilbur and receive the Key to Coburg.
- 3 Leave the castle and go around the front, re-enter, and unlock the castle treasury (optional).
- 4 Use the door beside the kitchen entrance to the storage room and the teleportal chamber.
- 5 Warp to a distant tower.

ITEM LIST

- Mini medal [castle storage room, above the warp chamber]
- Book "Diary" [castle storage room]
- Iron armour [castle treasury, F2]
- 1200 gold coins [castle treasury, F2]
- Seed of life [castle treasury, F2]

LOCAL FLORA AND FAUNA

	NAME	HP	EXP	GOLD	ITEM DROP
	053 Small fry ♥♥	52	50	45	Seed of life

There aren't any random encounters in this part of the castle. The guards think that you're supposed to be here, and it's easy to move about. After a short jaunt, you approach an internal yard within the castle.



Look at the two doors on the northern side of the yard. The one on the left leads to the kitchen and all the way through the secure part of the castle. Go through that route and head up to the throne room. Have Harry and Wilbur talk. Wilbur wants your help, and he gives Harry the **Key to Coburg**.

Retreat to the open yard and use the door on the right. This leads to a hallway with a storage room. Ransack the storage room for a **mini medal**, then search the bookshelves. A hand-written diary is on one of the shelves. It mentions something about a magical teleportal somewhere nearby. Interesting!

NICE DOGGIE?!?!

There are two "dogs" wandering around. Don't talk to these animals; they're actually small fries in disguise and they'll attack your party!

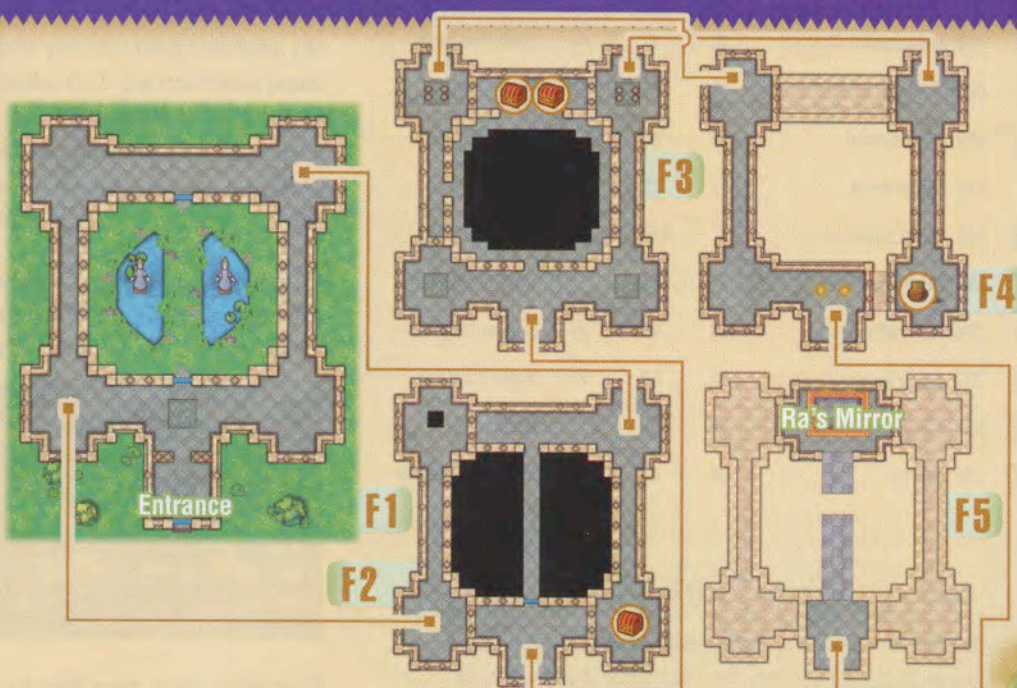
The stairs in the storage room lead to the teleportal chamber. Proceed if you like, but there are a few more pieces of treasure in the castle. If you want the treasure, leave the storage room and take the door on the right to go back outside the castle. Return to the front door and walk through it. Climb to the second floor and unlock the door chamber on the left. This is the castle treasury, so loot everything!

When all is said and done, go back to the teleportal chamber and use it to travel across a great distance in the blink of an eye.

TOWER

Recommended Hero Level: 15

Abovital Tower



WALKTHROUGH

ADOLESCENCE

MARRIAGE

PARENTHOOD

OBJECTIVES

- 1 Go north to the Abbey and talk to the sister and Maria.
- 2 Rest and gamble at Fortuna (optional).
- 3 Travel south, past the teleportal shrine, and enter Abovitall Tower.
- 4 Climb to the top of the tower and get Ra's mirror.

ITEM LIST

- 650 gold coins [southeast side of F2]
- Scale shield [north side of F3]
- Seed of magic [north side of F3]
- Magic water [southeast side of F4]
- Ra's mirror [top floor]

WILDERNESS FLORA AND FAUNA

	NAME	HP	EXP	GOLD	ITEM DROP
	055 Grudgerigar ♥♥	42	44	31	Medicinal herb
	052 Legerdeman	48	45	47	Magic water
	048 Owlbear	41	45	40	Iron shield
	040 Rotten apple ♥♥♥	30	30	18	Medicinal herb
	054 Ruff ruffian	48	48	37	Copper sword

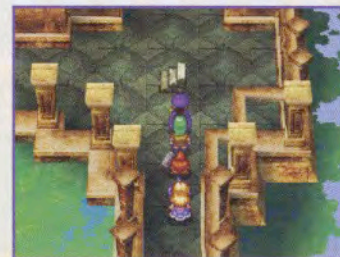
LOCAL FLORA AND FAUNA

	NAME	HP	EXP	GOLD	ITEM DROP
	038 Bag o' laughs	31	10	55	Chimaera wing
	058 Cross eye ♥♥	74	52	28	Giant mallet
	056 Eyepod	49	42	38	Chimaera wing
	060 Gourdzilla	42	59	30	Thorn whip
	030 Healslime ♥♥	35	19	14	Medicinal herb
	057 Hulagan ♥♥	58	45	42	Leather kilt
	052 Legerdeman	48	45	47	Magic water
	027 Lesionnaire	42	25	12	Copper sword
	043 Metal slime ♥	5	1350	75	Seed of agility
	062 Restless armour ♥	65	65	35	Restless armour
	054 Ruff ruffian	48	48	37	Copper sword
	037 Slime knight ♥♥♥	40	37	22	Bronze armour
	053 Small fry ♥♥	52	50	45	Seed of life
	051 Wyrtille	30	42	38	Seed of resilience

Don't Forget!

If you haven't recruited and leveled some monsters yet, make sure you do so before you face the next boss. Harry will have other obligations once the Faux Dowager is defeated and your hero could find himself completely alone!

Abovitall Tower is south of the warp shrine. You can go there immediately, but your party can't open the door. So, it's better to go north instead of south. Walk up to the Abbey and talk to the sister playing the pipe organ. She talks about the Tower and Maria interrupts by volunteering to help. Escort her south and approach the Tower with her in your party.



While You're Here...

With Maria in your party, you can travel south at any time. But remember, you're quite close to Fortuna. This is a good time to rest, save your game, gamble, and possibly drop off unneeded monsters from your wagon.

Maria's prayers open the door of Abovitall Tower without mishap. Now it's just a simple trek to the top. The first floor has enemies but no additional challenges. There are stairs on the left side, but ignore them and use the ones on the upper-right side.

The second floor shows off the beginning of a huge pit, which dominates the upper floors of the tower. Falling into it causes you to drop back to the bottom, unless you land on the narrow bridge in the center. Either way, it's a waste of time. Avoid falling in!

Go south to reach the only chest on the level, then return to the steps and head left. This takes you across the bridge and to another set of stairs. Climb up. Walk to the right, then up on the third floor. This leads to a blocked off portion of the fourth floor; a phial of magic water is up there, but nothing else. Go back to the beginning of the third floor after looting the chest.

Carefully approach the pit at the center of the third floor. Skirt the edge to get to the far side and two hidden treasure chests. Collect their contents, then slide to the western part of the pit.



Everything stays easy from this point until the middle of the fifth floor. There's a gap in the bridge that leads to Ra's mirror. It looks like you can't cross it no matter what you do. Stay on the left side of the bridge and walk across thin air. Get **Ra's mirror** and leave the Tower.

MIRROR, MIRROR ON THE WALL

Use the teleportal shrine to warp back to the castle. Save your game, then look for Wilbur in the throne room. He won't be there, but the Chancellor makes it sound like the King is upstairs with his two mothers.

Go upstairs and intervene. The Queen is there, but there's clearly an imposter there as well. Heal your party to full health and make sure you're ready for combat. Read through the description of the battle and check your character's equipment. It's wise to have at least one heavy hitter with a hit-all weapon, such as the edged boomerang. Another tip is to put a second healer in your party (e.g., a slime knight). Having another character with Midheal allows your hero to wail away in the fight. If you don't have a healer, use a strong single-target damage dealer to make up for lost opportunities while your hero heals. Then, use Ra's mirror and enjoy the results.

FAUX DOWAGER



HP 650 ATK 130

MP 0 DEF 100

EXP 750 AGI 35

GOLD 320



This version of the dowager is more than a political animal—she's a monster! Her Hit Points aren't too high, but her damage output is scary. She hits single targets hard enough, but it's her area-of-effect breath attacks that dominate the fight.

Keep everyone's health above half, if possible. Be willing to sacrifice a little to keep your party going too. Thus, if you can't keep all four characters in great shape, don't worry about having a monster get KO'd during the engagement. It's better to lose a monster than let the Queen's fierce fire breath bring down everyone.

Using the edged boomerang with your hero helps tremendously. Faux Dowager summons lesser enemies to distract you. Ignore them and let your boomerang attacks do the work. This avoids wasted damage; you want all damage focused on the Queen.

In the first round, have Harry use Kasap on the Queen as your hero casts Buff on either himself or Harry (Harry's usually the better choice, because of his low HP).

Waste the Queen in the subsequent rounds. Her bags o' laughs and lesionnaires never last long if you're equipped with area-of-effect damage. Thus, all major damage hits Faux Dowager. She'll drop quickly, but so will your health.

Harry and Wilbur are reunited as the leaders of their kingdom. They decide how to handle the situation, and Harry promises to open the ports again. Talk to everyone in the throne room. Harry hands over a tombola ticket and bids you farewell. The duties of his station are clear and that leaves your journey with him at an end. He hands over his equipment, so no need to worry about losing anything.

And with that, it's time to go. Lead the wagon west, over the bridge. The port is south of Whealbrook and west of Fortuna. It's the port that you and your father arrived in over 10 years ago. Travel there and take the ship to the continent of Zephyrus.



Lodestar Harbour



OBJECTIVES

- 1 Go to the bar and stop some local ruffians (get paid 1500 gold coins as a retainer).

ITEM LIST

- Mini medal [in a dresser, top of the lighthouse]
- Book "Ogar's Diary" [bookshelf, top of the lighthouse]
- T 'n' T ticket [monstergarten]
- T 'n' T ticket [top floor of the bar, middle room]
- Silk apron [in the bar, backstage where the dancers are]
- Boxer shorts [above the weapon/armour shop]
- 100 gold coins [in the church flower garden]
- Mini medal [in the church flower garden]

WEAPON SHOP

NAME	COST
Oaken club	60
Stone axe	700
Edged boomerang	1500
Sledgehammer	1800
Steel broadsword	2000
Morning star	3000

ARMOUR SHOP

NAME	COST
Iron cuirass	1000
Iron armour	1200
Full plate armour	2300
Slime gooniform	330
Scale shield	180
Iron helmet	1100

ITEM SHOP

NAME	COST
Medicinal herb	8
Moonwort bulb	30
Chimaera wing	25
Cherub chime	500
Tortoise shell	2500
Magic shield	3400

WILDERNESS FLORA AND FAUNA

	NAME	HP	EXP	GOLD	ITEM DROP
	063 Growlbear	67	57	45	Iron shield
	030 Healslime ♥♥	35	19	14	Medicinal herb
	061 Metal slime knight	50	135	31	Iron cuirass
	018 Prestidigitator ♥♥♥	30	18	20	Magic water
	062 Restless armour ♥	65	65	35	Restless armour
	054 Ruff ruffian	48	48	37	Copper sword
	053 Small fry ♥♥	52	50	45	Seed of life

LOCAL FLORA AND FAUNA

	NAME	HP	EXP	GOLD	ITEM DROP
	054 Ruff ruffian	48	48	37	Copper sword

Lodestar Harbour is just a stop on the map. This port town doesn't have any major problems, and life here is pretty good. The weapon and armour shops are in the southwestern part of town, and the north is focused around the dancing hall. You can go there to hang out, meet people, and do some minor gambling (in the form of tombola).



SPIN THE WHEEL: TOMBOLA

Tombola is a game of chance that is somewhat popular in Zephyrus. Your first encounter with it is in the bar, here in Lodestar Harbour. Go downstairs and talk to the clerk; he runs the tombola games. All you have to do is give him a ticket, and he takes care of the rest.

The town also has a bank, a church, and...a Monty? Monty is the man from Fortuna who offered to take care of your spare monsters. He lives here too. You can store your monsters at either location now, and they are retrievable whenever you need them.

Climb the lighthouse stairs, in the northeastern part of the harbor. Search around there for a **mini medal**. Also search the flower garden outside the church; you get a second **mini medal** for doing this.

The only major event here is at the bar. Look on the right side of the bar. Your presence interrupts two thugs who are trying to rough up a traveler. Fight off the ruffians. The traveler is so impressed, that he hires you. He's from a southern town (Hay, as you find out soon enough). The townsfolk in Hay are having huge monster problems, and they need to hire someone to help out. Agree to assist and you get 1500 gold coins now and an equivalent amount when you finish. Travel south when you want to find Hay.



Bianca's Ribbon

Make sure that you have Bianca's ribbon before leaving Lodestar. It feels like that item might be of use to you some time soon.



Hay, It's Not Just for Horses



OBJECTIVES

- 1 Enter Hay during the evening hours to spot the monster.
- 2 Talk to the Bailiff and town leaders in the eastern building.

ITEM LIST

- Mini medal [inside the house at the center of Hay]
- Seed of strength [inside the house at the center of Hay]
- Kamikazee bracer [under the grey slab in the southern part of town]
- T 'n' T ticket [upstairs in the Bailiff's house]
- Mini medal [upstairs in the Bailiff's house]
- Leather hat [in the eastern hut by the scarecrow's field]
- Magic water [upstairs in the Bailiff's house]

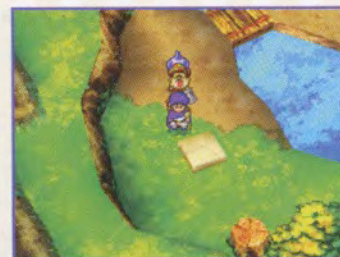
ITEM SHOP

NAME	COST
Holy water	20
Chimaera wing	25
Iron claw	550
Iron cuirass	1000
Iron helmet	1100
Poison needle	2900

WILDERNESS FLORA AND FAUNA

	NAME	HP	EXP	GOLD	ITEM DROP
	063 Growlbear	67	57	45	Iron shield
	030 Healslime ♥♥	35	19	14	Medicinal herb
	061 Metal slime knight	50	135	31	Iron cuirass
	018 Prestidigitator ♥♥♥	30	18	20	Magic water
	062 Restless armour ♥	65	65	35	Restless armour
	054 Ruff ruffian	48	48	37	Copper sword
	053 Small fry ♥♥	52	50	45	Seed of life

As a guy in Lodestar commented, "Hay is out in the sticks." This small farming community doesn't have its own garrison, weapon shop, armour shop, and other items of defense. It probably never needed anything like that before. But now there's a monster terrorizing the place.



Coming to Hay during the day doesn't reveal the creature. Sure, you can see signs of its passage, but you can't stop what has already happened. To find out more, come into the town at night to catch sight of the beast. It runs off before you can raise an alarm. Still, progress is progress.

Either exit town and fight until morning or use the inn to sleep. After sunrise, go to the eastern building in town and talk to the Bailiff. Opinions are mixed on how to proceed, but most people want you to track the beast west and find its lair.

Search the upper level of the Bailiff's house for considerable loot, then look in the southwestern part of town for another good item. There is a slab of grey stone on the ground. Push it aside to uncover a hidden stairway. Climb down and steal the **Kamikazee bracer**. Also important is a second **mini medal**. Search inside the house at the center of town; it's not hard to find. Exit town and travel west, along the ridgeline. The cave is only a minute away.



Look Out, It's a Terrorcrow!

There is an impressive looking scarecrow in the eastern part of town. Once you have taken care of Hay's monster problem, examine the scarecrow, then go into the nearby building. Talk to the man inside, then go out and examine the scarecrow again. Pull it out of the ground and hold onto it. This is another collectible item.

DUNGEON

Recommended Hero Level: 16

Scary Lair



OBJECTIVES

- 1 Go west from Hay until you reach the cave.
- 2 Fight a cannibox on F2 (optional).
- 3 Descend to the middle of F3 and face the demon.
- 4 Use Bianca's ribbon to remind a friend who he once was (receive Pankraz's sword).

ITEM LIST

- Mini medal [center of F1, in a pile of bones]
- Stone axe [southern side of F1]
- Iron cuirass [southern side of F3]

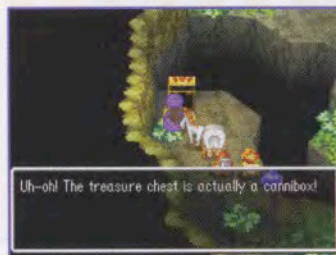
WILDERNESS FLORA AND FAUNA

	NAME	HP	EXP	GOLD	ITEM DROP
	058 Cross eye ♥♥	74	52	28	Giant mallet
	063 Growlbear	67	57	45	Iron shield
	057 Hulagan ♥♥	58	45	42	Leather kilt
	043 Metal slime ♥	5	1350	75	Seed of agility
	067 Paralakeet	50	65	35	Chimaera wing
	066 Pocus poppet ♥♥	70	50	120	Seed of resilience

LOCAL FLORA AND FAUNA

	NAME	HP	EXP	GOLD	ITEM DROP
	050 Cannibox	90	23	95	Mini medal
	058 Cross eye ♥♥	74	52	28	Giant mallet
	060 Gourdzilla	42	59	30	Thorn whip
	N/A Great sabrecat	N/A	N/A	N/A	N/A
	043 Metal slime ♥	5	1350	75	Seed of agility
	061 Metal slime knight	50	135	31	Iron cuirass
	064 Mudraker ♥♥♥	85	60	31	Seed of life
	067 Paralakeet	50	65	35	Chimaera wing
	066 Pocus poppet ♥♥	70	50	120	Seed of resilience
	071 Pokesperson	60	79	42	Iron cuirass
	018 Prestidigitator ♥♥♥	30	18	20	Magic water
	068 Sasquash	85	74	42	Seed of strength
	070 Wisp-o'-smoke	35	77	17	Magic water

The scary lair isn't too deep, but you get some great fighting on the way down. Keep your eyes peeled for metal slimes, as they are still an extremely good source of EXP. Keep your hero, and hopefully one monster, equipped with area-of-effect weapons.



Pair an edged boomerang with a chain whip. This helps to clear out the larger groups of paralakeets and metal slime knights you occasionally find.



Look for a **mini medal** while clearing the first floor; it's in the center of the level, hidden inside a pile of bones. The medal shines from time to time, so it's easier to spot than it might be otherwise. Also, search the lower-left side of the map for a treasure chest. The stairs are to the bottom right when you're done.

The second floor doesn't have any guaranteed treasure. The chest on the left side is a fake. Opening it begins a fight with a cannibox. It doesn't take long to defeat canniboxes, but their ability to quickly kill characters makes them a nuisance if you are unlucky. Despite that, they are good to destroy because they sometimes drop mini medals!

Go around to the right side of the level and slip around to the central staircase down. This puts you in the center of the lowest floor. A cave is nearby, and the demon is within. Make sure that your character has Bianca's ribbon in his inventory before you enter.



Don't Fight Your Old Friend

The monster isn't an enemy to be destroyed. Beat on him all you want, but the goal here is to befriend the creature. Using Bianca's ribbon does that instantly, as the creature soon recalls a better time from its past. The great sabrecat joins you after this engagement.

If you've started the fight and suddenly realize that you DON'T have Bianca's ribbon, flee and get the item into your inventory before trying the fight again.

Go back to Hay after the reunion is over. The people are more than a tad suspicious about your friendship with the beast, but they pay regardless.

Rest at the inn and save before leaving town. You have a moderate wilderness trek ahead, as you travel north then west to Zoomingale!



Zoomingale



OBJECTIVES

- 1 Meet the Professor and agree to help him find a rare herb.
- 2 Leave town and travel west; search by moonlight at the end of the western peninsula (obtain the Zoombloom).
- 3 Bring the Zoombloom back to the Professor and test out his new spell, Zoom! (your hero learns the Zoom spell).
- 4 Zoom to Fortuna and buy the "Big Book of Beasts" (optional).

ITEM LIST

- Mini medal [in a pot, F2 of the inn]
- Tombola ticket [in a barrel, right side of the bar]
- Seed of magic [in a barrel, F2 of the bar, left side]
- T 'n' T ticket [in a dresser, F2 of the bar]
- Seed of agility [in a pot, east of the bar]
- Mini medal [in a pot, east of the bar]
- Chimaera wing [just outside the Professor's lab]
- Magic water [in a barrel, inside the Professor's lab]
- Book "King Korol's Catechism" [bookshelves, F2 of the bar, right side]
- Book "An Illustrated Guide to Medicinal Herbs" [bookshelves inside the Professor's lab]

WEAPON SHOP (DAYTIME ONLY)

NAME	COST
Saw blade	1200
Sledgehammer	1800
Steel broadsword	2000
Steel fangs	2000
Serpent sword	3900

ARMOUR SHOP (NIGHTTIME ONLY)

NAME	COST
Full plate armour	2300
Tortoise shell	2500
Iron helmet	1100
Iron mask	3500
Scale shield	180
Magic shield	3400

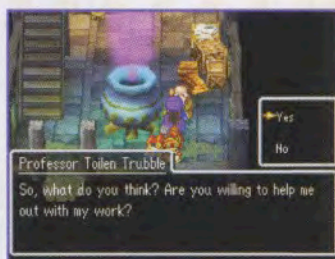
ITEM SHOP

NAME	COST
Medicinal herb	8
Antidotal herb	10
Holy water	20
Chimaera wing	25
Moonwort bulb	30
Monster munchies	200

WILDERNESS FLORA AND FAUNA

	NAME	HP	EXP	GOLD	ITEM DROP
	063 Growlbear	67	57	45	Iron shield
	030 Healslime ♥♥	35	19	14	Medicinal herb
	061 Metal slime knight	50	135	31	Iron cuirass
	018 Prestidigitator ♥♥♥	30	18	20	Magic water
	062 Restless armour ♥	65	65	35	Restless armour
	054 Ruff ruffian	48	48	37	Copper sword
	053 Small fry ♥♥	52	50	45	Seed of life

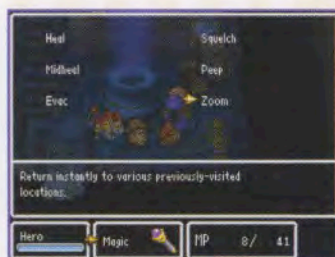
Zoomingale is a fun town with a strong nightlife. Go there during the day to relax, or stay in the evening to party the night away. The weapon and armour shop share space here, so there's only one vendor available at a time. During the day, the weapon shop is open. During the evening, the armourer takes over.



Regardless of time, you should search the town thoroughly. There are two **mini medals** here, and the other items around town are also useful. There are two tickets and two seeds, and none of those seem to go to waste.

The hardest part about Zoomingale is getting around it! Most of the town is built on raised ledges. You can see where you are going easily enough, but it's not always simple to get there. The trick is on the left side of town; there is a small walkway that wraps around to the back of the region. Rotate the game's camera to look at the city from the opposite side. Now you can see two openings that lead back into town. One goes to the Professor's house, and the other takes you to the front of the weapon/armour shop.

Visit the good Professor. The clever fellow is researching the ancient Zoom spell. This spell takes entire groups of people across huge distances. It's a warp spell that can be used almost anywhere. Wow! The Professor will teach you the spell if you can help him complete it.

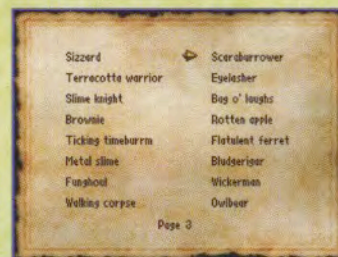


Agree to help, then set off from town. Travel west, up two huge ladders into the mountains. Turn south later on and walk to the end of a peninsula. Wait for evening to fall and search for the herb Zoombloom. At night it's easy to spot this glowing plant. Pick it and return to the Professor. He finishes his concoction and asks you to try out the spell.

Now It's a Small World

Zoom frees you to explore to your heart's content.

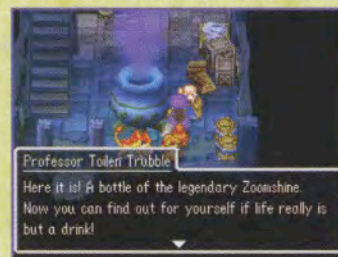
The spell won't take you to places you haven't visited already, but travel times are certainly cut down. Fortuna is one of the cities Zoom lets you warp to. Now you can gamble whenever you want!



While testing the Zoom spell, go to Fortuna and visit the curiosity shop during the evening. The merchant has a new item for sale. Purchase the "Big Book of Beasts" for 1,000 gold coins. The "Big Book of Beasts" can only be used outside of town. It shows you information about all of the creatures you have encountered. It's amazing. The details are useful, the pictures are awesome, and you can even find out what items are dropped after battle (whether you already have them or not).

Collectible Booze!

Come back to the Professor at a later point. He asks if you want to learn another spell. His research isn't ready yet, so just say "Yes". After agreeing, return at a later point to Zoomingale. If you haven't already spoken with everyone in town, you must now go ahead and talk to some of them.



Start by speaking to the old man inside the room by the church. You must speak to him during the day and select "No" to his question. Exit the town and wait till nightfall. Enter Zoomingale once again and speak to the gentleman in the room just above the church. He's standing next to a pot. Afterwards, visit the Professor and he will teach you a new spell. Speak to him again and he gives you a bottle of Zoomshine, the much-lauded regional drink.



Go South, Young Man!



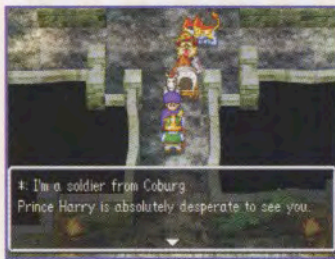
OBJECTIVES

- 1 Walk south until you find the inn and cave.
- 2 Zoom back to Coburg and talk to Harry.
- 3 Come back to the area and pass through the southern cave.

ITEM LIST

- Mini medal [inside the well of the roadside inn]
- Scuttlebutt Alledger [on the registration desk of the roadside inn]
- Tombola ticket [in the pot on the right side of the inn]
- Mini medal [inside the cave south of Zoomingale]

Walk south after finishing Zoomingale. Look for an isolated building on the western side of the region. A few people have built an inn here. Go ahead and stop there to rest for a moment. Pick up a copy of the **Scuttlebutt Alledger** from the main desk, then look outside for the well. Climb down there and grab a **mini medal**.



Several people in Zoomingale were whispering about a royal marriage in Coburg. The rumors have spread here as well. Maybe Harry or Wilbur found someone special.

Leave the inn and go a bit farther south. Enter the nearby cave and talk to a persistent soldier inside the main tunnel. The guy won't let you pass. He's been sent to retrieve you by Harry. The marriage rumors must be true.

Leave the cave and Zoom back to Coburg. Talk to Wilbur and Harry and find out what's happened back there. It's nice to get good news! After talking to Harry, go back down to his old room and look in the chest there. Read the note then talk to Harry again; he gives you the **marital organ**. Return to Zoomingale.



Travel south (again), pass the inn, and enter the cave. Search the lower-right side for a **mini medal**, then look for the southern stairs.



Mostroferrato



OBJECTIVES

- 1 Enter the town and talk to anyone to find out about Mr. Rodrigo Briscoletti's big announcement.
- 2 Go to Mr. Briscoletti's mansion and talk to the suitors, then listen to Mr. Briscoletti's proposal.
- 3 Play Bruise the Ooze on F3 of Mr. Briscoletti's mansion (optional mini-game).

ITEM LIST

- Iron shield [rightmost room at the inn]
- Mini medal [inside a dresser, in the older couple's home]
- Tombola ticket [inside a dresser, on the F2 of the older couple's home]
- Seed of wisdom [F1 of the house in the lower left side of town]
- Book "Wholesome Matrimony" [on a bookshelf, on F2 of the older couple's home]
- Chimaera wing [tucked into a bookshelf in Mr. Briscoletti's mansion]
- T 'n' T ticket [in a dresser, on F2 of Mr. Briscoletti's mansion]
- Silk apron [in a dresser, on F2 of Mr. Briscoletti's mansion]
- Silver tiara [in a dresser, on F2 of Mr. Briscoletti's mansion]

WEAPON SHOP

NAME	COST
Chain whip	1200
Steel broadsword	2000
Morning star	3000
Cautery sword	4400
Steel fangs	2000










ARMOUR SHOP

NAME	COST
Dancer's costume	1300
Full plate armour	2300
Tortoise shell	2500
Cloak of evasion	3000
Silver tiara	450
Top hat	2000

ITEM SHOP

NAME	COST
Medicinal herb	8
Antidotal herb	10
Holy water	20
Chimaera wing	25
Moonwort bulb	30
Leather shield	70

WILDERNESS FLORA AND FAUNA

	NAME	HP	EXP	GOLD	ITEM DROP
	088 Cureslime ♥	76	70	43	Yggdrasil leaf
	073 Drooling ghoul	50	69	22	Medicinal herb
	077 Hunter mech	72	140	51	Seed of wisdom
	084 Jiggery-pokerer	82	105	41	Iron cuirass
	027 Lesionnaire	42	25	12	Copper sword
	085 Monster tamer	80	108	53	Thorn whip
	082 Phantaseyes	130	115	55	Seed of strength
	081 Poxtongue	105	99	35	Musk
	076 Thaumaturge	92	85	43	Holy water
	080 Wormbat	63	80	33	Moonwort bulb

Mostroferatto is a town that grew around the Briscoletti family. Mr. Briscoletti is a powerful man in shipping and trade, and his wealth knows few bounds. Talk to the townspeople to find out what's going on with this financial mogul. He's made a big announcement, and everyone is in a stir about it. The item and weapon shops have closed down for the day because of it, though other town services are still open.



You meet a lovely young woman on the way into Mostroferatto. She's walking her dog and he gets a bit ahead of her. You stop to help out and talk for a short time. She leaves, and after that you can explore the town at your leisure.

After collecting the various items from people's houses, go to the western side of town and enter Mr.

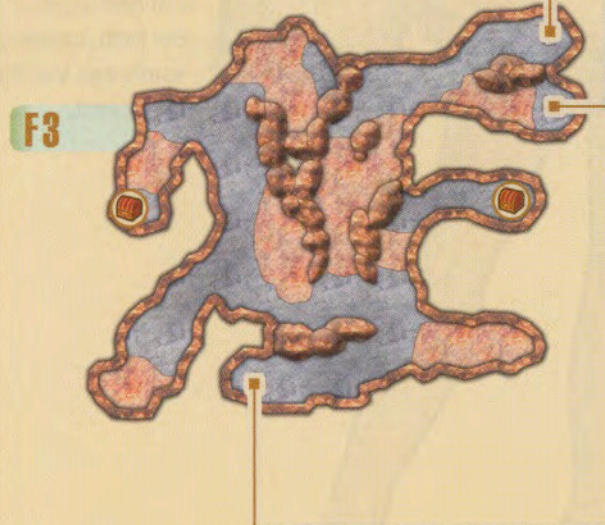
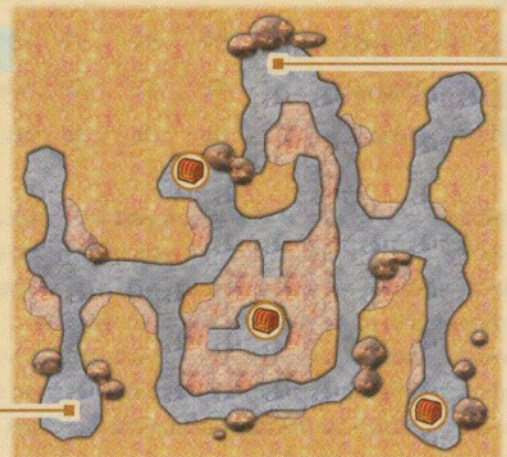
Briscoletti's estate. Talk to the maid and then answer "Yes" to her question. Afterwards, speak to the three other suitors, then follow them into the living room. Mr. Briscoletti lays out his challenge. This guy has the Zenithian Shield, and you know full well how important that is. You have to accept this quest!

Explore Mr. Briscoletti's mansion for a few more items, and go all the way upstairs to play a mini-game (Bruise the Ooze). Have fun with that for as long as you want, then rest at the inn and save your game. Some serious adventuring is ahead of you. Set forth, traveling southeast, into the mountains.





Mount Magmageddon



OBJECTIVES

- 1 Find the Circle of Fire at the bottom of the cave.
- 2 Return to Mostroferrato and give the Circle of Fire to Mr. Briscoletti.

ITEM LIST

- 450 gold coins [F1, southwest from the entrance]
- T 'n' T ticket [F2, middle of the level]
- Staff of antimagic [F2, east of the original staircase]
- Iron helmet [F2, southeast side]
- Seed of resilience [F3, eastside]
- 1500 gold coins [F3, west side]
- Circle of Fire [F4, north]

WILDERNESS FLORA AND FAUNA

	NAME	HP	EXP	GOLD	ITEM DROP
	079 Chimaera ♥♥	81	90	45	Chimaera wing
	088 Cureslime ♥	76	70	43	Yggdrasil leaf
	077 Hunter mech	72	140	51	Seed of wisdom
	084 Jiggery-pokerer	82	105	41	Iron cuirass
	027 Lesionnaire	42	25	12	Copper sword
	085 Monster tamer	80	108	53	Thorn whip
	082 Phantaseyes	130	115	55	Seed of strength
	081 Pox tongue	105	99	35	Musk
	083 Rockbomb ♥	115	95	27	Rockbomb shard

LOCAL FLORA AND FAUNA

	NAME	HP	EXP	GOLD	ITEM DROP
	079 Chimaera ♥♥	81	90	45	Chimaera wing
	088 Cureslime ♥	76	70	43	Yggdrasil leaf
	092 Flamethrower ♥	73	130	50	Seed of wisdom
	074 Gamigin	80	101	55	Monster munchies
	087 Goodybag ♥♥	45	80	200	Prayer ring
	086 Hotbog	83	120	31	Seed of resilience
	077 Hunter mech	72	140	51	Seed of wisdom
	084 Jiggery-pokerer	82	105	41	Iron cuirass
	027 Lesionnaire	42	25	12	Copper sword
	N/A Magman	420	350	250	Magic water
	043 Metal slime ♥	5	1350	75	Seed of agility
	085 Monster tamer	80	108	53	Thorn whip
	082 Phantaseyes	130	115	55	Seed of strength
	083 Rockbomb ♥	115	95	27	Rockbomb shard
	080 Wormbat	63	80	33	Moonwort bulb

Mount Magmageddon is every bit as challenging as Mr. Briscoletti would have you believe. There are many types of monsters, and only a few of them are weak. Make sure you have a backup healer in your party, and consider taking a monster that has Sweet Breath or a similar debilitating ability that affects multiple targets.



Maps make the dungeon quite straightforward. The first level has a single chest to the southwest of where you began. Open that chest, then loop all the way around the outside wall until you reach the stairs.

There is considerably more treasure on the second floor. Take the two items to the east first. They are close by, but one of them is blocked off by lava. A ramp leads down into the lava, but you might wonder whether it's safe to proceed. Is it worth singeing your feet?

IF YOUR FRIENDS WALKED ONTO LAVA, WOULD YOU TOO?

The party can walk over lava, but each person sustains damage every time you take a step. If you have a monster in your party that knows the Safe Passage spell, cast it and walk through the lava without taking damage. Otherwise don't dilly dally, and make sure to heal once you reach your destination.

The reward for reaching this chest is a staff of antimagic! You can decide whether that's worth the time and pain, but it's not a long lava crossing.

Get the last piece of treasure in the lower-right part of the map, then move up to the next staircase. There aren't any metal slimes on the lower levels of this dungeon, but you do start to see goodybags. These creatures are almost the opposite of metal slimes: they are easy to kill, they are worth only modest experience, and they drop piles of loot. If you're trying to equip three or more monsters, it's likely that you need all the money you can get. This is a superb area for building up cash.

ROCKBOMBS IN MY DUNGEON? IT'S MORE LIKELY THAN YOU THINK

Rockbombs are one of the meanest random encounter enemies in this dungeon. Though they are often docile on the first round, rockbombs can self-detonate and deal horrific damage to the party. Target these enemies first, regardless of what comes with them. You have to bring the rockbombs down before they act on the second turn. Having one rockbomb explode is a bad thing; let a second one do it and you'll limp back to town with several corpses in tow!

The third floor is quick. Cross a tiny level section to get a chest on the right side, then go all the way left for the other piece of treasure. A larger section of lava obstructs the route to two sets of stairs. Make sure to use the *lower* set of stairs first. This leads your party to a healing circle. Your health and magic are restored every time you step on it. This is yet another reason to level build and gather money in this cave. You can stay near the shrine and fight all you want, then get free healing and repeat the process.

The upper stairs lead you toward the end of the dungeon. Move across a narrow rock bridge and take the Circle of Fire. Monsters interrupt, and you must deal with them before completing the quest.

MAGMEN



HP 420

ATK 90

MP 0

DEF 60

EXP 350

AGI 21

GOLD 250

Magmen don't do much damage in melee, and their health isn't that impressive (individually). You can slice this group in half without too much time spent.

However, this encounter is very hard if you don't use your party's special abilities as often as possible. Brute force doesn't work well against these fiery beasts. All of your problems stem from one thing: Flame Breath. Magmen breathe fire every two or three turns. Each magman has a chance to breathe each round, so it's possible to face two or even three bosses hitting simultaneously. That's a lot of damage to heal through.

As suggested earlier in the dungeon area, put a second healer in the party. Being able to toss Midheals from two characters at once is a lifesaver.

It's also very helpful if you put one or two people in the party who can put the magmen to sleep. Sweet Breath is very effective against the bosses. You can earn multiple easy rounds by tossing Sweet Breath every time you get a chance.

Area-of-effect damage is nice (especially from physical sources, like whips and boomerangs). That said, your goal is to get a single target down as soon as possible.

Losing even a single damage dealer rips away 33% of the damage your party is receiving. It makes a noticeable difference.

Before the fight, equip your highest-damage weapon on your hero (either Pankraz's sword or the cautery sword for most players). Instead of using his boomerang, shoot for raw damage and use Woosh to hit all of the enemies! It's the best of both worlds: high damage that hits whole groups.

If your healers aren't keeping up with the damage, rotate some of your injured party members out of the party. Having spare monsters in the wagon can buy you time to defeat these bosses. Heal your hero and bring fresh troops into the fray. This also works if your backup healer runs low on MP!



Leave the dungeon and Zoom back to town. Show the Circle of Fire to Mr. Briscoletti. He gives you a ship to sail with and says that the Circle of Water is somewhere near a larger body of water. Well, a bit of searching won't hurt, will it?

Leave town and get into the vessel. It's anchored in the middle of the river, and your party can jump right into it, wagon and all. Sail the vessel up the river and look for a large lock. The lock is closed and prevents anyone from going farther north. Disembark and travel

Stockenbarrel



BACK YARD

MR. WHITAKER'S HOME



OBJECTIVES

- 1 Look for Whitey's house at the northern end of town.
- 2 Talk to Whitey, meet Bianca again, and ask Bianca to come along with you.
- 3 Defeat the urnexpected in the item shop (optional).
- 4 The man in the town well wants a desert rose (optional).

ITEM LIST

- Seed of strength [inside a pot, in the town item shop]
- Medicinal herb [top floor of the inn]
- Mini medal [right wall of the bar]
- Mini medal [search the graves at the northern end of Stockenbarrel]
- T 'n' T ticket [inside the well under Whitey's house]
- Book "Hurrah for Herbs", "Fun Gus's Guide to Edible Mushrooms", and "Never Bore of Wild Boar Stew" [top floor of the inn]

WEAPON SHOP

NAME	COST
Poison moth knife	900
Sledgehammer	1800
Steel broadsword	2000
Serpent sword	3900
Battleaxe	4000
Cautery sword	4400

ITEM SHOP

NAME	COST
Medicinal herb	8
Antidotal herb	10
Holy water	20
Chimaera wing	25
Moonwort bulb	30
Leather hat	65

WILDERNESS FLORA AND FAUNA

	NAME	HP	EXP	GOLD	ITEM DROP
184	Merman	78	105	45	Iron claw
182	Morphean mollusc	55	110	47	Seed of resilience
180	Pollywigggle	62	80	30	Medicinal herb
186	Sea dog	88	113	45	Saw blade
183	Suckling ocker	73	95	37	Dancer's costume

Someone in Stockenbarrel must know how to open the lock. Search through the buildings on the lower part of the hill first. There are treasures to be found, and you can pick up two more **mini medals**. It won't be too much longer before you get to meet King Dominicus and decide how to spend some of them. For now, pick them up and keep climbing the hill.



Pass the girl at the gravestones, but you can stop to search the grave on the right. Then, walk into the house at the top of the village. This is where Mr. Whitaker is living these days. He's sick again, and this time it doesn't look so promising. His wife has passed on in the decade since you've seen the two of them, and "Whitey" doesn't think he's long for the world either.

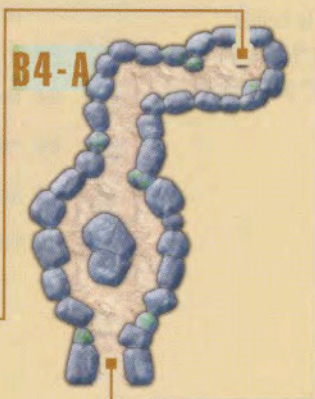
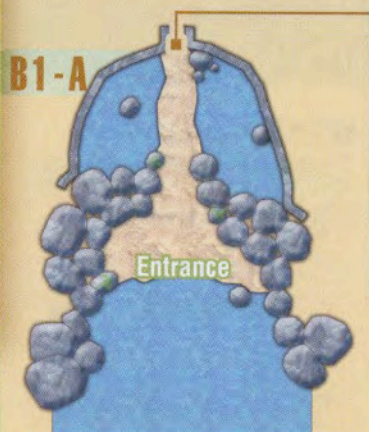
Bianca returns home and you get to see her again. Talk to both Bianca and Mr. Whitaker. Spend the night at the house and recruit Bianca the next morning. She's eager to aid in your quest, and Mr. Whitaker wants that for both of you.

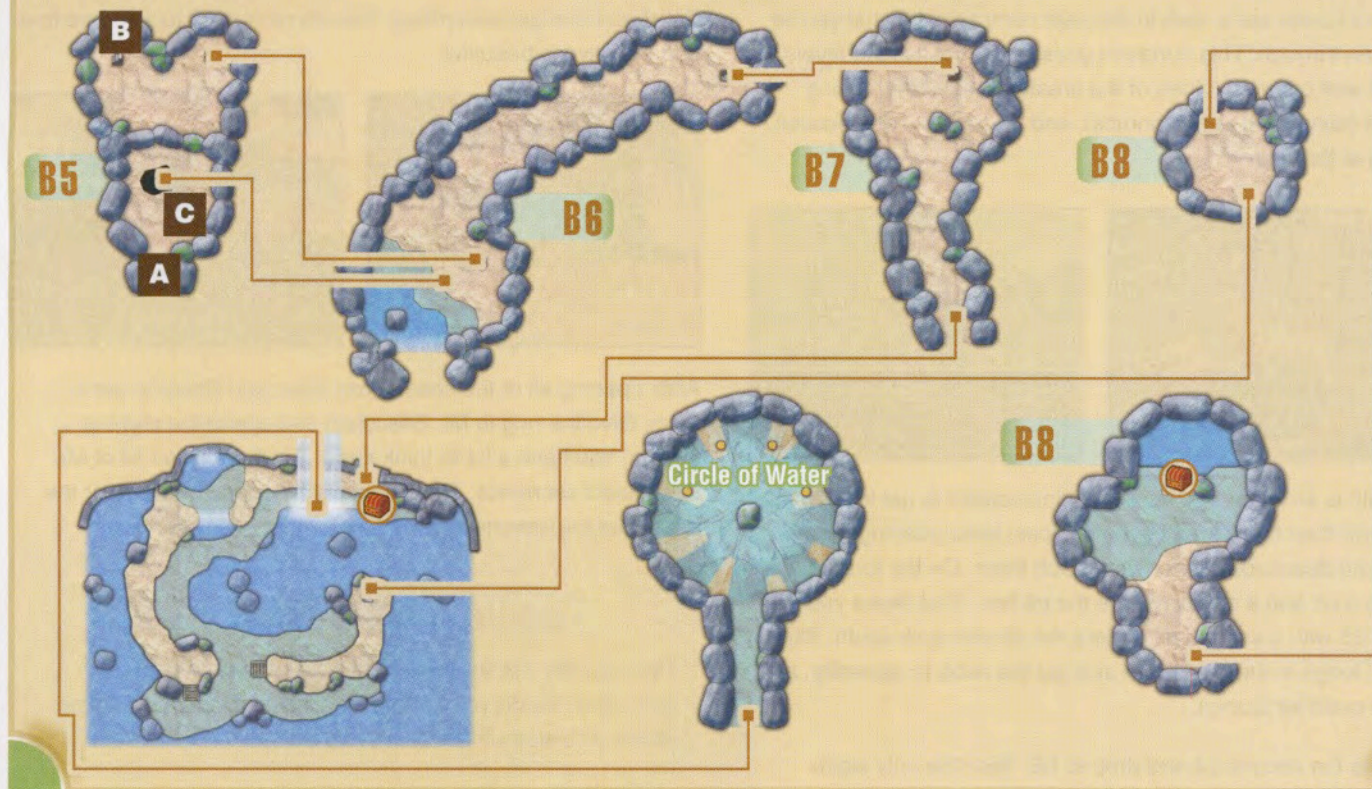
Even better is that Bianca understands the lock system. She can open the doors and help you sail the ship farther north! Leave town and get to it.

DUNGEON

Recommended Hero Level: 21

Cataract Caves





OBJECTIVES

- 1 Collect the Circle of Water.

ITEM LIST

- Robe of serenity [B5, reached via the pit from B4]
- 1200 gold coins [B7, eastern side]
- Circle of Water [B7, through the northern cave]
- Elfin elixir [B9, at the bottom of the dungeon]

WILDERNESS FLORA AND FAUNA

	NAME	HP	EXP	GOLD	ITEM DROP
	184 Merman	78	105	45	Iron claw
	182 Morphean mollusc	55	110	47	Seed of resilience
	180 Pollywoggle	62	80	30	Medicinal herb
	186 Sea dog	88	113	45	Saw blade
	183 Suckling ocker	73	95	37	Dancer's costume

LOCAL FLORA AND FAUNA

	NAME	HP	EXP	GOLD	ITEM DROP
	088 Cureslime ♥	76	70	43	Yggdrasil leaf
	089 Gastank	112	115	40	Antidotal herb
	087 Goodybag ♥♥	45	80	200	Prayer ring
	086 Hotbog	83	120	31	Seed of resilience
	084 Jiggery-pokerer	82	105	41	Iron cuirass
	027 Lesionnaire	42	25	12	Copper sword
	184 Merman	78	105	45	Iron claw
	043 Metal slime ♥	5	1350	75	Seed of agility
	085 Monster tamer	80	108	53	Thorn whip
	090 Orc	105	125	55	Fur cape
	082 Phantaseyes	130	115	55	Seed of strength
	180 Pollywoggle	62	80	30	Medicinal herb
	081 Poxtongue	105	99	35	Musk
	183 Suckling ocker	73	95	37	Dancer's costume
	080 Wormbat	63	80	33	Moonwort bulb

Cataract Caves are a walk in the park compared to what you've just been through. This dungeon goes deep, but its nine levels are not well guarded. None of the creatures have frightening abilities (compared to rockbombs), and there aren't any bosses waiting at the end.



The path is so linear that it's almost impossible to get lost. Until the fourth floor there aren't even choices; keep pushing for the stairs and descending when you reach them. On the fourth floor there is a pit and a stairway. Use the pit first. That drops you to a part of B5 with a second pit. Ignore the pit and walk south. Skirt a small ledge in the next room and get the **robe of serenity**, a perfect outfit for Bianca.

Now use the second pit and drop to B6. Take the only stairs down to B7 and fully explore the level. B7 is the largest area in the dungeon. The walkway takes you down into the water before splitting. The path on the right (to dry land) goes down two more levels and eventually gets you a phial of elfin elixir. The northern route on B7 takes you past a chest with some gold coins and into a cave with the **Circle of Water**.

Go ahead and get everything! There's no reason to skip free loot, and the cave is beautiful.



After opening all of the chests, use Evac and Zoom to get to town. Give the ring to Mr. Briscoletti and spend the night at the inn. You have a lot to think about. You've fulfilled all of Mr. Briscoletti's demands. The shield will be yours, one way or the other. But the important decision is where your heart lies.

Two Women, One Wedding

There are two women who'd be happy to wed your hero. This isn't a false choice; you can choose either of them and the game simply continues with the one you've chosen.

To make it easier, here are very minor spoilers. Or, as it were, anti-spoilers. There isn't a plot difference between the two women. You won't get different weaponry, armour, or dungeon opportunities. Your future is bright with either bride.

So, marry for love! And if a third choice presents itself, the same statement applies.

TOWN

Recommended Hero Level: 21



A Celebration

OBJECTIVES

- 1 Give the Circle of Water to Mr. Briscoletti.
- 2 Walk around town at night and think about your future; talk to everyone who's still up.
- 3 Talk to Bianca in the villa (in the southwestern part of town).
- 4 You can try to talk to Nera, though she's asleep in her home.
- 5 Debora is upstairs, at the top level of the mansion.
- 6 Return to the inn and rest.
- 7 Wake up and make your choice.
- 8 Travel to Stockenbarrel and get the wedding veil from the item shop owner.
- 9 Bring the wedding veil to your bride (make sure it's in your hero's inventory).

ITEM LIST

- 2000 gold coins [the chests behind Mr. Briscoletti]
- Zenithian Shield [the chests behind Mr. Briscoletti]
- Honey buns [given to you the morning after your wedding]



There isn't much to say. You have a huge choice to make and there are tons of people waiting to give you advice. Walk around Mostroferrato and see what everyone thinks. Then, go to the villa and talk to Bianca. Head up to the mansion and see what the Briscoletti family is doing.



After you've seen everyone, return to the inn and sleep. If you want, you can save your game before you go to sleep. Use a different slot from your normal save game. That way, you can come back later if you ever want to marry a different person.

Once you've made the choice, leave town and go to Stockenbarrel (the village up the river). Talk to the dwarf at the item shop and get the wedding veil from him. Return to the Briscoletti villa and keep the wedding veil in your hero's inventory. The women of the villa let you in to see your bride.

And the wedding proceeds apace ...

Get **2000 gold coins** and the **Zenithian Shield** from Mr. Briscoletti after the wedding. He promises you the use of a great ship as well. That ship is docked in Lodestar Harbour. After all of the celebrations are over, Zoom to Lodestar and go into town. Your ship is on the eastern side of Lodestar. Talk to the Captain and set sail.



A Side Trip!

Depending on who you marry, Mr. Briscoletti will ask you to go on a little quest for him. If he asks, take your current ship and sail toward the once locked gate near Stockenbarrel. When you see the gate, head west toward the shrine and complete the request. Afterwards, return to Mostroferrato and speak to Mr. Briscoletti.

If you don't receive a request from Mr. Briscoletti, head back to Roundbeck and stay at the inn. You'll watch a sweet little scene.

Exploring the Wild Seas

You don't have to continue the story quite yet. There are several optional places to visit, as Mr. Briscoletti happily reminds you. Pontoon is a town to the east of Lodestar Harbour. You can do some extra gambling there and have a good time.

It's also possible to visit the Knick-knackatory and any of the ocean-accessible sites around the map. There's no time limit here. Travel and have as much fun as you want. You're young, married, and rich enough to at least see anything that the world has to offer.

Pontoon and the Ventuno (Optional)



ITEM LIST

- T 'n' T ticket [left side of the Ventuno, main deck]
- T 'n' T ticket [upper-right side of the Ventuno, main deck]
- Mini medal [upper-right side of the Ventuno, main deck]
- T 'n' T ticket [right side of the Briscoletti private quarters]
- Casino Token [on the floor of the gambling area]
- Mini medal [the bottom end of the gambling area, in a walled-off section that's only accessible by stairs]
- T 'n' T ticket [left side of the crew's quarters]
- Tombola ticket [right side of the crew's quarters]
- 30 gold coins [down in the hold]
- Dancer's costume [in the passenger quarters]

CASINO PRIZES

NAME	COST (CASINO TOKENS)
Elfin elixir	300
Yggdrasil leaf	1000
Kamikazee bracer	5000
Falcon knife earrings	10000
Metal king sword	50000
Gringham whip	250000

Fortuna was awesome enough, but this place really takes the cake. Come here for T 'n' T games, slot machines, slime races, free loot everywhere you turn, and poker. Stay on the ship to rest and restore your health, and spend your money whenever you want. The Ventuno is your oyster.



WILDERNESS FLORA AND FAUNA

	NAME	HP	EXP	GOLD	ITEM DROP
	187 Cross bones	105	200	100	Top hat
	181 Man o' war ♥♥♥	50	77	22	Moonwort bulb
	184 Merman	78	105	45	Iron claw
	186 Sea Dog	88	113	45	Saw blade
	190 Thaumatosauros	140	210	59	Seed of life



The Knick-knackatory

(Optional)



OBJECTIVES

- 1 Meet Old Man Nick Knack
- 2 Sail south to find King Dominicus's Dominion.
- 3 Obtain the maxi medal from King Dominicus, then return it to Nick Knack.
- 4 Collect knick-knacks and bring them to the museum during the evening to set them up.

ITEM LIST

- T 'n' T ticket [inside a barrel on B1, southern section]
- T 'n' T ticket [inside a barrel on B1, southern section]
- Mini medal [inside a barrel on B1, southern section]

WILDERNESS FLORA AND FAUNA

	NAME	HP	EXP	GOLD	ITEM DROP
	187 Cross bones	105	200	100	Top hat
	181 Man o' war ♥♥♥	50	77	22	Moonwort bulb
	184 Merman	78	105	45	Iron claw
	186 Sea dog	88	113	45	Saw blade
	190 Thaumatosauros	140	210	59	Seed of life

Old Man Nick Knack lives here. Well, actually "lives" is a bit of a misnomer. He's the curator for the Knick-knackatory, but he isn't entirely alive anymore. That hasn't kept him out of the business, though. He still wants to make this place the finest museum of arts and crafts in the world, and you can help him with that.

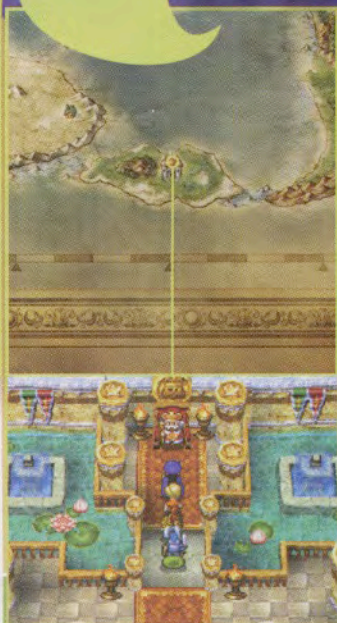
After talking to Nick Knack the first time, sail south and look for King Dominicus's Dominion. The quest to get the maxi medal is on (it's explained in the next section, so read ahead if you want to do that right now).

Once you've brought the maxi medal back, Nick Knack allows you into the museum. He also gives you a **chamois** to clean off the items in the building. Now the only problem is that there aren't any items on display!

At night, take the maxi medal into the museum and place the item on the third-floor stand. Polish it with the chamois and congratulate yourself. You're on your way up! This is a great centerpiece, but you'll need more items to bring in the crowds. Organize these by putting the least impressive items on the first floor and the more inspiring pieces on the second floor. Later in the guide, you'll find the full listing of knick-knacks, their values, and how to get all of them.



King Dominic's Dominion (Optional)



OBJECTIVES

- 1 Sail southeast from the Knick-knackatory and land at the southern end of the map.
- 2 Enter King Dominic's Dominion and ask him about the artifact (for Old Man Nick Knack).
- 3 Stand beside the lady at the inn and talk to her about the artifact.
- 4 Talk to the man beside the bank counter.
- 5 Exit the building and pull the maxi medal off of the poor slime.
- 6 Bring the maxi medal to the Knick-knackatory.

WILDERNESS FLORA AND FAUNA

NAME	HP	EXP	GOLD	ITEM DROP
010 Bubble slime	15	6	7	Antidotal herb
088 Cureslime ♥	76	70	43	Yggdrasil leaf
091 King slime ♥	210	200	115	Yggdrasil leaf
043 Metal slime ♥	5	1350	75	Seed of agility
001 Slime ♥♥♥	7	1	1	Medicinal herb

King Dominic's Dominion is a small region on the southeastern continent. King Dominic trades in mini medals, a somewhat rare commodity that you've been collecting for some time. There are only so many mini medals to be found, so people come from far and wide to see what all the fuss is about. There's a bank here, an inn, and the King himself.

ITEM LIST

- Iron mask [behind the palace]

MINI MEDAL REWARDS

NAME	COST (MINI MEDALS)	EFFECT
Powjamas	12	Defence +40
Glombolero	17	Defence +37, absorbs MP from spells
Miracle sword	23	Attack +100, restores HP with each attack (25% of damage done)
Sacred armour	28	Defence +75, restores HP after each round of battle
Falcon blade	35	Attack +67, allows user to attack twice per round
Metal king shield	50	Defence +70, reduces the chance for status effects to harm the user



Once you trade in your mini medals, they are gone forever. Having 30 medals doesn't mean that you get to snag all the rewards that cost under that amount. It's just like gold; use it and lose it forever. Some people are going to save up for the metal king shield from the very beginning. Shields certainly don't get any better than that.

However, a party first getting to this island is probably closing in on enough medals for the miracle sword. Strongly consider this purchase. The miracle sword is very hard hitting, costs a modest amount, and can last you for most of the game. It might not be the best weapon during the final battles, but no other purchase will last your party as long as the miracle sword will.



THE MAXI MEDAL

If you talked to Nick Knack already, you know that there is a quest here. Speak with King Dominicus and answer "Yes" when he wonders if you are interested in the artifact. He says that he gave it away to the lady at the inn.

Move behind the innkeeper's counter and talk to her. She explains that the artifact wasn't to her liking. She's now given it away to the man near the bank.

Head over to the bank and talk to the guy standing in front of the counter. He says that the maxi medal didn't make a very good shield, so he dumped it outside.

Leave the palace and look for the gigantic golden plate on the right side of the area. Pull it off of the pink slime before he suffocates, then take the item back to Old Man Nick Knack. This gets you access to the inner parts of the Knick-knackatory.

TOWN

Recommended Hero Level: 21

The Desert Queendom of Helmunaptra



OBJECTIVES

- 1 Sail to the southern seas and look for the large desert.
- 2 Visit the old man in the eastern desert; he lives in a small hut.
- 3 Head west through the desert until you find Helmunaþra.
- 4 Enter the city's castle and speak to Cleohatra on the bottom level.
- 5 Let Cleohatra show you to the sacred grave.
- 6 Direct your travels east, toward the great city of Gotha.
- 7 Help the man behind the castle get to the oasis (optional).

ITEM LIST

- Mini medal [the old man's tent]
- Boxer shorts [the old man's tent]
- Chimaera wing [beneath the weapon shop]
- Seed of resilience [in the castle kitchen]
- Seed of magic [in the castle kitchen]
- T 'n' T ticket [west of the castle kitchen]
- Mini medal [inside the well, at the bottom of the castle]
- Book "An Encyclopedia of Eccentrics" [in the castle library]
- Book "Surviving in the Sand" [in the castle library]
- Book "The Monster Book of Jokes" [in the castle library]

WEAPON SHOP

NAME	COST
 Somatic staff	2500
 Morning star	3000
 Battleaxe	4000
 Cautery sword	4000
 Saw blade	1200
 Steel fangs	2000


ARMOUR SHOP

NAME	COST
 Iron cuirass	1000
 Cloak of evasion	3000
 Silver mail	4800
 Lacy bustier	5500
 Magic shield	3400
 Top hat	2000

ITEM SHOP

NAME	COST
 Holy water	20
 Moonwart bulb	30
 Rockbomb shard	450
 Cherub chime	500
 Paxa Punch	600
 Floral parasol	1000

LOCAL FLORA AND FAUNA

NAME	HP	EXP	GOLD	ITEM DROP
 059 Urnextected	200	71	79	Mini medal

WILDERNESS FLORA AND FAUNA

	NAME	HP	EXP	GOLD	ITEM DROP
	088 Cureslime ♥	76	70	43	Yggdrasil leaf
	092 Flamethrower ♥	73	130	50	Seed of wisdom
	086 Hotbog	83	120	31	Seed of resilience
	091 King slime ♥	210	200	115	Yggdrasil leaf
	094 Lazy Eye	110	95	33	Seed of life
	090 Orc	105	125	55	Fur cape
	001 Slime ♥♥♥	7	1	1	Medicinal herb

The Zenithian Helm has long rested in the desert city of Helmunaþra. You won't be able to get the item just yet, but you can find out a lot more about it. Sail your ship to the southern continent, where sand covers most of the terrain. Sail directly south of the Knick-knackatory and disembark when you hit the beach. An old man in a small hut lives in the eastern desert and Helmunaþra is located in the west. If you want to grab the **mini medal** and **boxer shorts** from the old man's hut, make your way on foot to the eastside of the desert. Otherwise, head west toward Helmunaþra.

Queen Cleohatra is the ruler of this fair city. Collect any items you want, do some shopping, then seek her out. The Queen is on the bottom level of the castle, in a majestic garden. Talk to the Queen and ask her about the Zenithian Helm. She takes you to see the sacred grave that her people tend. Sure enough, the Zenithian Helm is there. Your hero can't wear it, so the Queen holds onto the artifact for now. Perhaps if you find the legendary hero, you can return to her and ask again.



The Queen heads back to her position in the garden. Return to her and ask a few more questions. She reveals something interesting and directs you east, toward the city of Gotha.

So Thirsty!

If you walk behind the castle in Helmunaþra, you'll find a collapsed man. Speak to him and he'll murmur a few words. The desert heat has gotten to him, so push him toward the oasis. When he gets close enough, he'll pop up and take a gulp. Once he's refreshed, you'll gain access to the item shop.

Finding the Desert Rose

A few people have mentioned desert roses; they're collectible items that would go nicely in the Knick-knackatory. Talk to the man in the armour shop. He tells you how to get a desert rose: stay at the inn for the night, leave town, and head south. Search the boulders in the desert and take your reward.

Knot Welcome Inn: Your First Step toward Gotha



OBJECTIVES

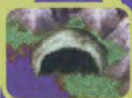
- 1 Sail east and disembark near the middle of the lower land mass.
- 2 Walk over land to the building by the trees.
- 3 Stay at the inn and save your game before heading into the northern cave (optional).

The Knot Welcome Inn is visible from the wilderness and is found on the eastern continent. It's near a line of mountains and a large cave. Stay at the Inn for an evening to rest, save your game, and prepare for the trip to Gotha. The path takes you through two extensive dungeons; luckily, there is a town in the middle of the journey where adventurers can recuperate. After talking to the people at the Knot Welcome Inn, you should head north and enter the cave area.

WILDERNESS FLORA AND FAUNA

	NAME	HP	EXP	GOLD	ITEM DROP
	096 Drag-goof ♥♥	125	127	45	Seed of wisdom
	101 Eyevery tusk-tusk	140	145	40	Seed of strength
	094 Lazy eye	110	95	33	Seed of life
	095 Wizened wizard	84	123	50	Magic water

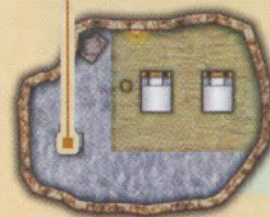




Mount Batten



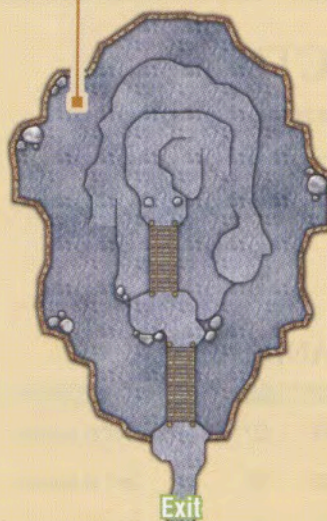
B1



B2



F1



F2

Exit

OBJECTIVES

- 1 Climb to the top of Mount Batten.
- 2 Visit the hermit lady for an amusing event that also improves your hero's attributes (optional).

ITEM LIST

- 550 gold coins [outdoors, eastern side of F1]
- Prayer ring [outdoors, northern side of F1]
- Mini medal [outdoors, western side of F1]
- Mini medal [inside a pot on B1]
- Mini medal [western side of F1, inside the cave]

WILDERNESS FLORA AND FAUNA

	NAME	HP	EXP	GOLD	ITEM DROP
	096 Drag-goof ♥♥	125	127	45	Seed of wisdom
	101 Eyevory tusk-tusk	140	145	40	Seed of strength
	094 Lazy eye	110	95	33	Seed of life
	095 Wizened wizard	84	123	50	Magic water

LOCAL FLORA AND FAUNA

NAME		HP	EXP	GOLD	ITEM DROP
	097 Deadcurion	85	106	25	Moonwort bulb
	096 Drag-goof ♥ ♥	125	127	45	Seed of wisdom
	077 Hunter mech	72	140	51	Seed of wisdom
	099 Lindworm	75	98	42	Musk
	090 Orc	105	125	55	Fur cape
	103 Quack up	84	135	57	Chimaera wing
	059 Urnextpected	200	71	79	Mini medal
	098 Wight prince	115	158	45	Lightning staff
	095 Wizened wizard	84	123	50	Magic water

Mount Batten is only a short distance away from the Knot Welcome Inne. Walk north, through a poisonous bog, and enter the cave by the mountains. This takes the party to an open cliff. Take the party right and up over the bridges and walkways of the area. There are three chests in the initial section, and there is also a stairway down in the northeast side. Don't miss this stairway; it leads to an optional encounter that everyone should see.



What a Nice Old Lady...heh, heh, heh

The woman who lives here on Mount Batten is an odd girl. Go down the stairs in the northeastern part of the area and loot the two pots on the next level. Take the next set of stairs down and agree to stay for an evening in the woman's home.

A funny scene occurs, and you end up getting +5 strength for your hero.

The way up the mountain is on the northwestern part of the map. Enter the next section of cave and continue along that route until you find the staircase leading up. The next area is relatively small. Walk south until you reach the raised walkways in the middle of the room. Take these around until you can turn south. Leave the cavern and see what Battenberg looks like.

TOWN

Recommended Hero Level: 23

Battenberg






OBJECTIVES

- 1 Enter Battenberg and let your wife rest at the inn.
- 2 Get up, shop, save, and use the eastern cave to start descending the mountain.

ITEM LIST

- Monster munchies [at the back of the inn]
- Paxa Punch [in the lower floor of the armour shop]
- Mini medal [in the lower floor of the armour shop]
- T 'n' T ticket [in the lower floor of the armour shop]
- Book "Inn Decision" [inside the church]
- Tombola ticket [inside the church]

WEAPON SHOP

NAME	COST
 Morning star	3000
 Battleaxe	4000
 Cautery sword	4400
 Fire claw	4700
 Dream blade	6300

ARMOUR SHOP

NAME	COST
 Silver mail	4800
 Lacy bustier	5500
 Blood mail	6500
 Legerdemantle	6800
 Magic shield	3400
 Iron mask	3500

Battenberg isn't a large town, but travelers enjoy the respite it offers during the long trek to Gotha. Its weapon and armour shops are surprisingly well stocked, and the inn is pleasant. Take your party to the inn for some rest; your wife is a tough gal, but she needs some time off before starting on the way down the mountain.



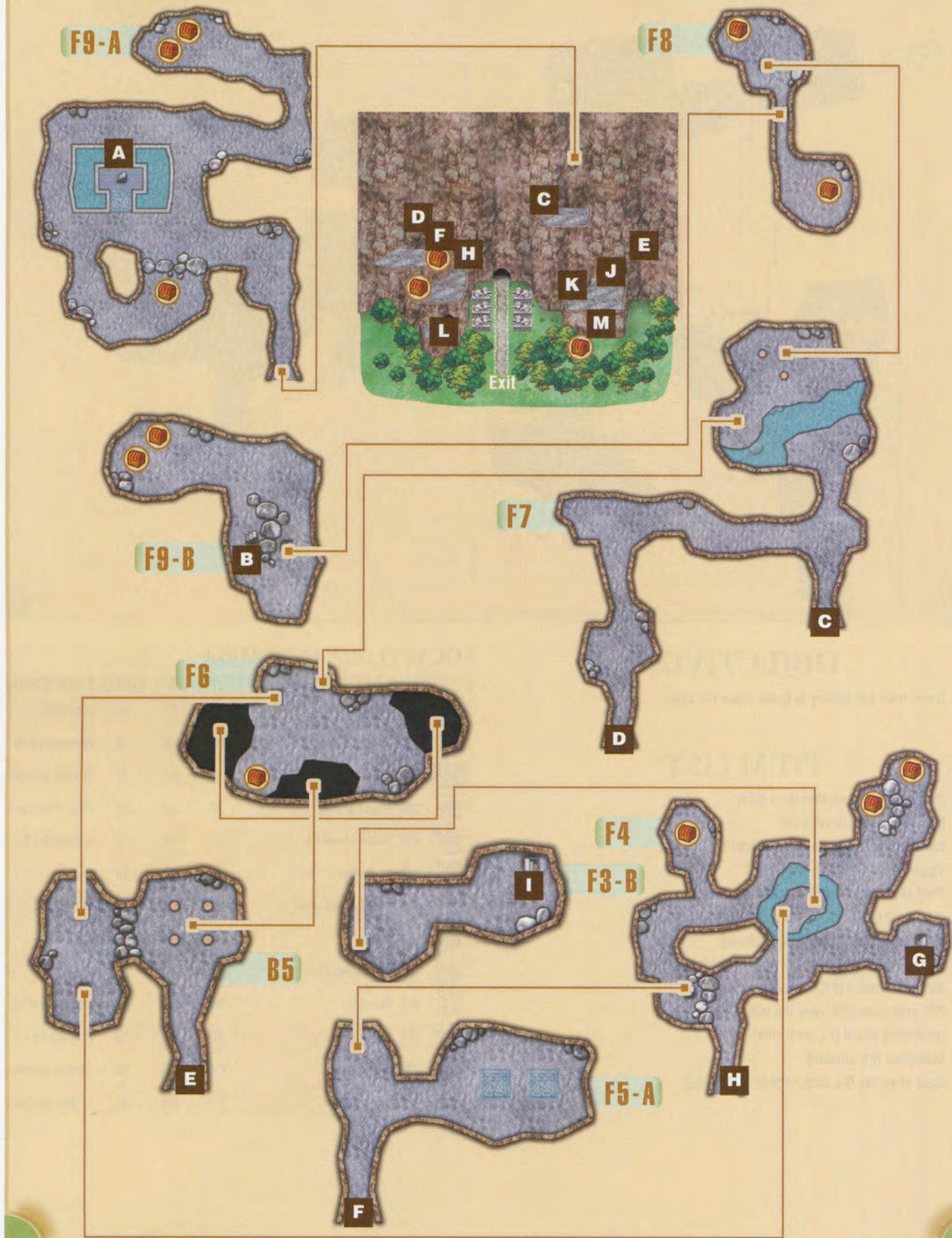
After she wakes, explore Battenberg. The way out of town is on the eastern end. There's nothing else you have to do here.

DUNGEON

Recommended Hero Level: 23

Gotha Path







OBJECTIVES

- 1 Travel from Battenberg to Gotha using the cave.

ITEM LIST

- Mini medal [F9, northeastern side]
- Mini medal [F9, south side]
- Chimaera wing [F9, in the alternate stair area]
- Yggdrasil leaf [F8, north side]
- Staff of divine wrath [F8, southern side]
- 1600 gold coins [F6, in the southern staircase area]
- Mini medal [F5, on the ledge outside]
- 1500 gold coins [F4, on the northern side]
- Restless armour [F4, on the ledge outside]
- 270 gold coins [F3, near the initial stairs]
- Rockbomb shard [F1, west side]
- Dieamend [F1, outside]
- Seed of agility [F1, eastern side of the cave]

LOCAL FLORA AND FAUNA

	NAME	HP	EXP	GOLD	ITEM DROP
	050 Cannibox	90	23	95	Mini medal
	097 Deadcurion	85	106	25	Moonwort bulb
	096 Drag-goof ♥♥	125	127	45	Seed of wisdom
	092 Flamethrower ♥	73	130	50	Seed of wisdom
	105 Hocus chimaera	99	171	65	Chimaera wing
	099 Lindworm	75	98	42	Musk
	065 Liquid metal slime ♥	6	10050	10	Mini medal
	078 Mimic	400	210	110	Mini medal
	100 Minidemon ♥♥	70	120	47	Pot lid
	103 Quack up	84	135	57	Chimaera wing
	104 Samigina ♥♥	99	155	50	Prayer ring
	106 Toxtongue	130	180	35	Seed of wisdom
	098 Wight prince	115	158	45	Lightning staff

The second cave is much larger than the first. It's composed of eleven floors. Mimics are all over the place, but there are genuine treasures to be found as well. You can score about half a dozen mini medals here, if you're lucky. Use the maps to navigate; it's quite challenging to get all of the treasures without using the maps.



Return to Battenberg for rest if you need a break at any point. There's plenty of experience to be gained in this dungeon, and you don't get any bonuses for making it to Gotha on your first run.

A NOTE ON MIMICS

You've dealt with canniboxes and urnexpecteds before, but mimics take the concept of a trapped chest to a whole new level. Mimics are tougher, but their real threat comes from the Whack spell. Whack has a chance to kill everyone in the party instantly, and mimics cast it a lot.

Put at least one monster in your party that can Drain Magic. Use this every single round to steal MP from the mimics. This way, the mimics won't be able to cast Whack because their magic won't be high enough. They'll waste their round and end up doing no damage to the party.

Fail to do this, and you might end up with one or more characters dying instantly. That's never a good thing!

Treasure hunters and explorers should spend as much time as possible here. The map shows where you can find all of the chests, but there is also an important encounter. The southern tunnel on the second floor leads to another ledge. A hermit lives there, and he's a clever fellow. The hermit has found a **T'n'T ticket**, a **mini medal**, and a **flowing dress**. He asks if each is yours. Say no to all of them. The hermit is so impressed with your honesty that he gives you all of the items!



For a fast escape from the cave, get down to the second floor. Take the eastern staircase on that level to start going back UP the mountain. This staircase goes through kind of a back route; it's separated from the way you came through the levels earlier. Once you get up to the sixth floor, drop through the central pit. This path soon lets you hop down to the ground floor of the area, where you can escape to Gotha Castle.



Gotha



OBJECTIVES

- 1 Talk to Sancho (house outside the castle, on the eastern end).
- 2 Watch the following scenes, explore the castle, and then set off to prove yourself.
- 3 Go to the northeast, to the "Rite of Passage."

ITEM LIST

- Dieamend [F4, guest's quarters]
- Lacy bustier [F4, guest's quarters]
- Seed of resilience [F4, western side of the castle]
- Mini medal [F4, on the balcony outside the guest's quarters]
- Mini medal [F2, east of the stairs]
- Seed of wisdom [F1, back of the item shop]
- Seed of strength [F1, in the northwest corner]
- Mini medal [F1, in the northwest corner]
- T 'n' T ticket [F1, in the northwest corner]
- Tombola ticket [F1, house in the western end]
- Seed of life [F1, Sancho's house]
- Boxer shorts [F1, Sancho's house]
- Book "The Rookie's Guide to Winning at Chess" [F2, northeast side]

WEAPON SHOP

	NAME	COST
	Edged boomerang	1500
	Sledgehammer	1800
	Steel fangs	2000
	Serpent sword	3900
	Fire claw	4700
	Dream blade	6300





ARMOUR SHOP

	NAME	COST
	Shimmering dress	8800
	Silver mail	4800
	Silver cuirass	5000
	Dragon mail	7500
	Tempest shield	4700
	Iron mask	3500

ITEM SHOP

	NAME	COST
	Chimaera wing	25
	Rockbomb shard	450
	Paxa Punch	600
	Scale shield	180
	Fur hood	400
	Tortoise shell	2500

WILDERNESS FLORA AND FAUNA

NAME		HP	EXP	GOLD	ITEM DROP
 096	Drag-goof ♥♥	125	127	45	Seed of wisdom
 101	Eyevery tusk-tusk	140	145	40	Seed of strength
 094	Lazy eye	110	95	33	Seed of life
 095	Wizened wizard	84	123	50	Magic water

Your arrival in Gotha is quite important. Your father's old friend Sancho lives here. He stays in a house on the eastern side of Gotha, outside the castle. Go talk to Sancho; he should be more than pleased to see you.



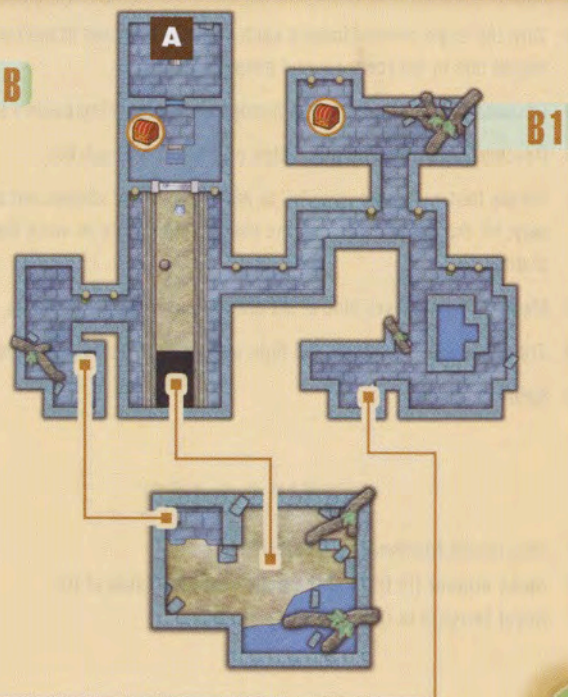
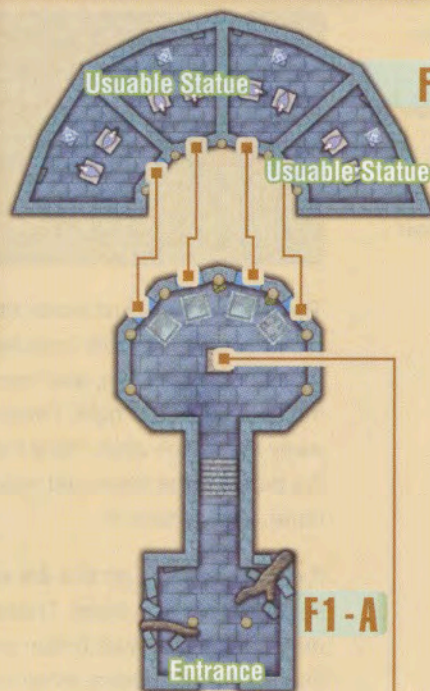
Follow Sancho into the castle and talk to everyone involved in the following scenes. They are major events, but it's important for you to see what is happening. Ultimately, you meet the King, his Chancellor, and a number of the castle's residents. Your next task is to find a nearby cave and complete a rite of passage. It's one of those hero things.

Don't forget to shop at the Gotha armour shop before you leave. There are nice items in there, and your time in the mountains probably earned you quite a sum of gold. Spend it in good health.

TOWN

Recommended Hero Level: 24

The Rite of Passage



129

WALKTHROUGH

ADOLESCENCE

MARRIAGE

PARENTHOOD

WILDERNESS FLORA AND FAUNA

	NAME	HP	EXP	GOLD	ITEM DROP
	101 Eyevery tusk-tusk	140	145	40	Seed of strength
	108 Hex hellmet	70	210	40	Iron mask
	105 Hocus chimaera	99	171	65	Chimaera wing
	109 Orc king ♥♥♥	115	205	65	Fur cape
	104 Samigina ♥♥	99	155	50	Prayer ring
	102 Stone golem	120	176	65	Dieamend

LOCAL FLORA AND FAUNA

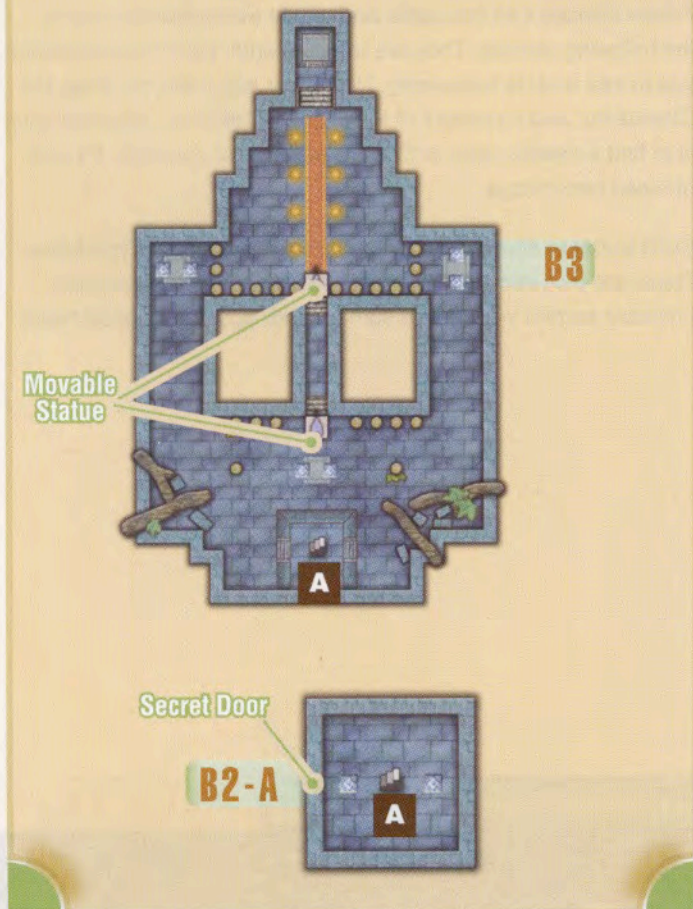
	NAME	HP	EXP	GOLD	ITEM DROP
	107 Admirer	320	550	85	Mini medal
	110 Gasbag	110	190	55	Antidotal herb
	108 Hex hellmet	70	210	40	Iron mask
	111 Hippoblockomus	100	202	60	Iron shield
	113 Hula ghouls	78	225	45	Dancer's costume
	065 Liquid metal slime ♥	6	10050	10	Mini medal
	109 Orc king ♥♥♥	115	205	65	Fur cape
	N/A Robbin' Hood	1400	1150	500	Stone axe
	104 Samigina ♥♥	99	155	50	Prayer ring

The kingly task is performed inside a somewhat small cave. There are only four levels to this dungeon, and the fighting isn't too intense. However, there are a few minor puzzles to solve before you can return to Prince Albert.



The first puzzle is just inside the rightmost door. An inscription provides a hint on how to proceed. It talks about the need to have groups work together, see "eye to eye" if you will. Go through the door on the far right. There is a pair of eagle statues, facing away from each other. Near the statues is a button. Stand on the button three times and watch the statues rotate to face each other. You've done it!

Exit the room and go into the second door from the left. Another set of statues is in there. These are also facing away from each other, and three more button presses take care of that problem. A new staircase appears when you leave the room. Go down to B1.



OBJECTIVES

- 1 Go to the Riteof Passage; the dungeon is northeast of Gotha.
- 2 Read the inscription at the front of the tomb and follow its creed.
- 3 Turn the eagle statues toward each other in the room at the far right; repeat this in the room second from the left.
- 4 Descend to B1 and trigger the floodgates while hiding behind a boulder.
- 5 Descend to B2 and use the switch on the left to reach B3.
- 6 Hit the first switch on your left to move one of the statues out of your way; hit the upper switch on the eastern side twice to move the second statue.
- 7 Move to the northern side of B3 and collect the Royal Insignia.
- 8 Try to leave the dungeon and fight anyone who gets in your way.
- 9 Return to Gotha.

ITEM LIST

- Mini medal [northeast side of B1]
- Spike armour [in front of the door, northwest side of B1]
- Royal Insignia of Gotha [north side of B3]

The second floor is straightforward. Get the treasure to the north, then work your way west. The only puzzle is found at the next gate. Pressing the button opens the way, but it seems that the gate was holding back floodwater. Your party gets swept into a pit and has to climb back up (no big deal there).



To avoid this, however, you can use a boulder in front of the gate. Position the boulder so that it's a few steps south of the bottom. The water won't be able to push your party into the pit if they have a boulder to fall against.

Walk through the gate after the water flows by. Be sure to get the treasure on the left. Take the stairs down, then press the button on the left to continue moving down. This takes you all the way to the bottom of the cave.

There's one puzzle remaining. Press either of the two buttons in the center of the map. This moves an eagle statue out of your way, but there's another eagle statue farther ahead. Walk to the right side of the area and use the button on the top to move the second statue out of the way. If you press the northern button twice, it's guaranteed to work. Pressing it once isn't always good enough. If you want to know why, read on. If you don't care, just *press the northern button twice and go back to the center of the map*.



The second eagle statue has to be pushed into its northern position for your party to get through. If you accidentally trigger the southern button first, it pushes the eagle down. Hitting the northern button afterward only returns the statue to its normal position (that's not a wide enough gap for you to slip through). Now you see why some people have to hit the button multiple times.



Finally, take your party through the gap and collect the Royal Insignia. Notice that you can't Evac from the dungeon now. Oh dear. It sounds like a fight is coming. Heal your party to full health and try to leave the area. Two brutes come to attack!

ROBBIN' HOOD



HP 1400

ATK 235

MP 25

DEF 80

EXP 1150

AGI 30

GOLD 500

HIPPOBLOCKOMUS

Robbin' Hood and his buddy try to ambush your party. The hippoblockomus is a soft target that you can pretty much ignore while he uselessly blocks. Though he's quick to kill, there isn't a reason to worry about him. Attack Robbin' Hood directly with your full party (or use spells that raise attack in the first round).

A single healer can easily pull your party through this fight. Robbin' Hood does considerable single-target damage, but it's not enough to drop individuals with solo attacks. Use Midheals or Fullheals to top off your injured party members and keep slapping away at the creep.



This isn't one of the more brutal boss fights. Even if over half of your party is cursed from earlier encounters, you should be fine.



HP 100

ATK 105

MP 0

DEF 120

EXP 202

AGI 45

GOLD 60

Evac works again once the thugs are sent packing. Use Evac to leave the dungeon quickly, then Zoom to Gotha. Climb to the top of the castle and talk to Prince Albert. Don't bring up the Prince Albert in a can joke; he really hates that one.



Change in Gotha



OBJECTIVES

- 1 Talk to King Albert and Chancellor Jeeves.
- 2 Go see your wife upstairs; talk to her, go downstairs, and talk to the King and the others nearby.
- 3 Walk around and wait to be called back upstairs.
- 4 Talk to your wife and name the new additions to your party.
- 5 Talk to King Albert again and go around Gotha with him, addressing the people.
- 6 When you wake during the evening, go upstairs to your wife's room and search the bed.
- 7 Watch another scene, then search the Chancellor's room.
- 8 Use the talaria you find to travel elsewhere.

ITEM LIST

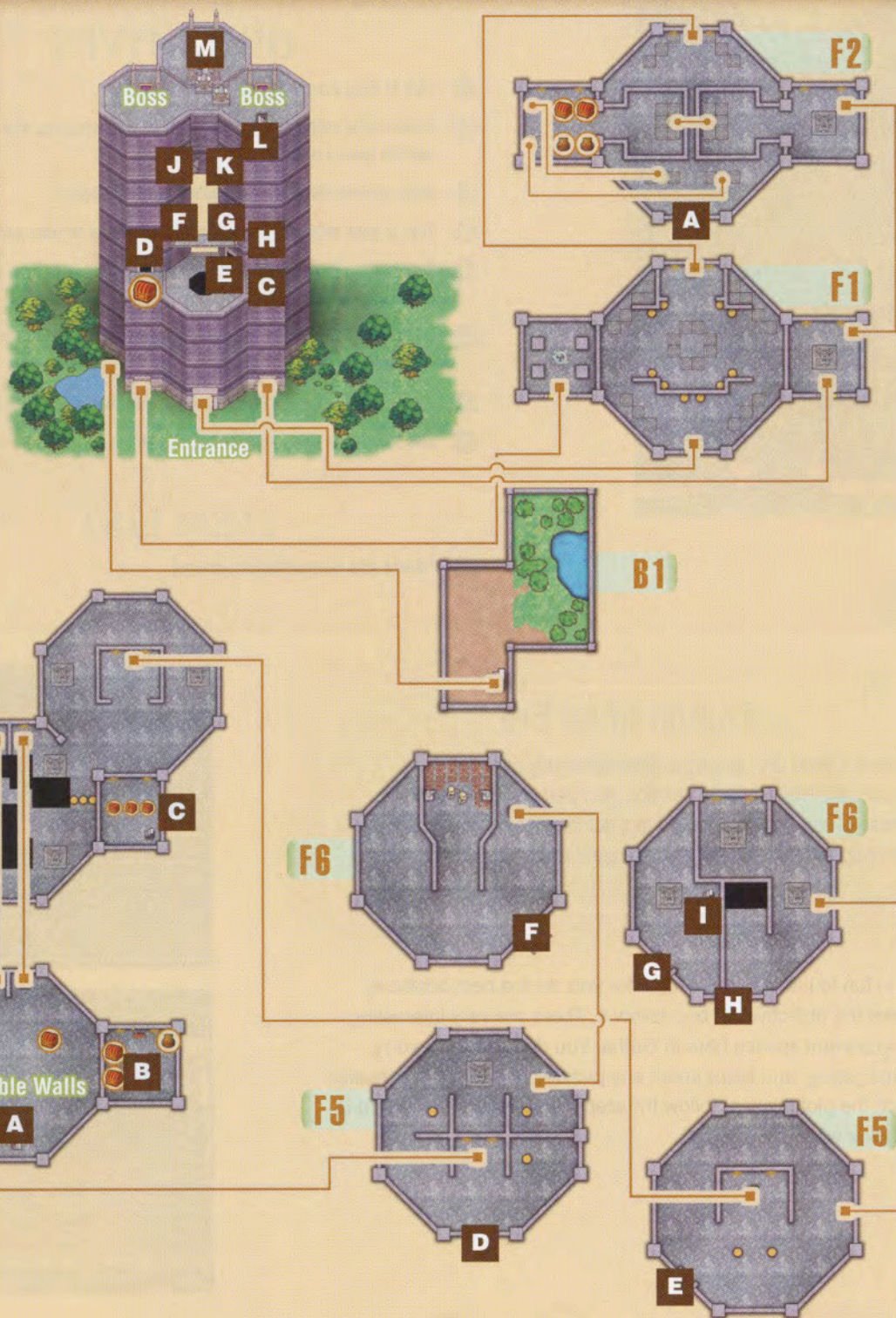
- Talaria [the Chancellor's quarters]

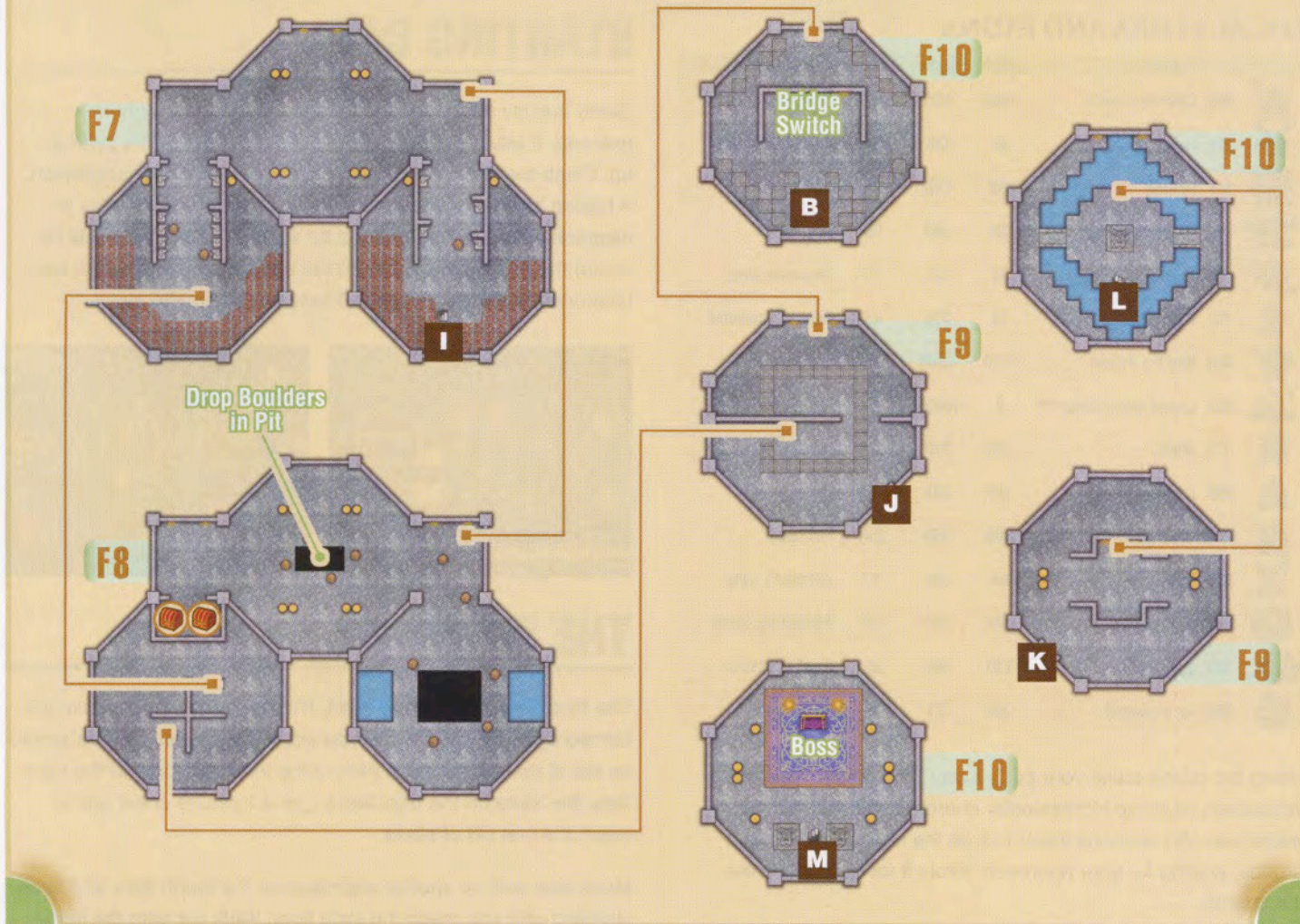
An End of an Era

This is a good time to shop and complete any other activities around the world that are pending. Your party will soon enter a phase of story events and plot that demand their own attention. Gear up while you can and have a good time!

It's no fun to just ruin the events for you, so the best advice is to read the objective list and follow it. There are very interesting and important scenes here in Gotha. You don't have to worry about fighting, and there aren't any puzzles or decisions to make. Watch the plot thicken, follow the steps, and then read forward in the guide when it's all over.







OBJECTIVES

- 1 Stop to rest and save at the nearby church.
- 2 Walk north and enter Nightmare Towers.
- 3 Climb to the top of the tower and find out where your wife is being held.
- 4 Talk to your wife and confront the leader of the monsters.

ITEM LIST

- Seed of strength [F2, western side]
- Mini medal [F2, western side]
- Legerdemantle [F2, western side]
- Kamikazee bracer [F3, center of the maze]
- Chimaera wing [F3, inside the teleportal room]
- Mini medal [F3, inside the teleportal room]
- 800 gold coins [F4, eastern side]
- Magic water [F4, eastern side]
- Zombie mail [F5, outside ledge, western tower]
- Mini medal [F8, western side]
- Yggdrasil leaf [F8, western side]

WILDERNESS FLORA AND FAUNA

	NAME	HP	EXP	GOLD	ITEM DROP
	101 Eyvevery tusk-tusk	140	145	40	Seed of strength
	108 Hex helmet	70	210	40	Iron mask
	105 Hocus chimaera	99	171	65	Chimaera wing
	109 Orc king ♥♥♥	115	205	65	Fur cape
	104 Samigina ♥♥	99	155	50	Prayer ring
	102 Stone golem	120	176	65	Dieamend

LOCAL FLORA AND FAUNA

	NAME	HP	EXP	GOLD	ITEM DROP
	N/A Chimaera Pawn	800	450	350	Chimaera wing
	112 Hawk man ♥♥	93	185	51	Steel broadsword
	114 Hellion ♥♥	110	240	70	Iron claw
	132 Hippoblockomus	100	202	60	Iron shield
	105 Hocus chimaera	99	171	65	Chimaera wing
	113 Hula ghouls	78	225	45	Dancer's costume
	N/A Kon the Knight	1200	3000	0	Mini medal
	065 Liquid metal slime ♥	6	10050	10	Mini medal
	078 Mimic	400	210	110	Mini medal
	109 Orc king ♥♥♥	115	205	65	Fur cape
	N/A Orc Pawn	800	350	300	Fur cape
	103 Quack up	84	135	57	Chimaera wing
	083 Rockbomb ♥	115	95	27	Rockbomb shard
	106 Toxtongue	130	180	35	Seed of wisdom
	059 Urnextected	200	71	79	Mini medal

Using the talaria takes your party away from Gotha. You find yourselves near the Northminster church, somewhere in the wilderness. An ominous tower lies on the northern horizon; it broods, waiting for your approach. Avoid it for now and enter the church.



You should rest and save at the church, or even build a level or so before going to the tower. Nightmare Towers has challenging enemies and a trio of boss fights, so you need to have a party with staying power.

Enter the tower when your confidence is high. There are three doors leading inside, and a staircase leads down into a basement area. The left door takes you into a healing shrine. Come here to remove curses, restore HP and MP, and to assist in any level building. It's invaluable.

Because the tower is very complicated, this walkthrough guides you through it step by step. The route listed here takes a bit longer, but it gets you every piece of treasure in the dungeon!

STARTING OFF

Stand outside the tower and take the door on the right to proceed. It leads you into a small chamber with stairs leading up. Climb the stairs and use the teleportal west of your position. A hellion blocks your route suddenly, but the beast is easy to dispatch. Loot the items on the far side of the teleportal, kill (or avoid) the hawk men guards in the room, and then use the new teleportation pads on the left. These get you to the stairs.



THE MAZE: F3

The third floor is large and open. It's also a maze! The walls are formed by rising spears that you won't trigger until you are almost on top of them. There is a path to the left and a path to the right. Take the route on the right first to get a treasure chest and to reach the first set of stairs.

Move east and up another staircase on the fourth floor and keep climbing until you reach the sixth floor. Walk out onto the ledge on F6 and climb down the ladder outside. The staircase below takes you to a treasure room. Steal everything, keeping in mind that the treasure chest on the right is a mimic, then retrace your steps back to the maze on F3.

BACK ON F3, HEADING WEST

Maneuver through the maze and weave around to the western staircase. This takes you to the other side of F4. Avoid the pits and move down and around until you can walk north again. Climb a new staircase. Walk onto the southern ledge on F5 and loot the only treasure chest there. Come back inside afterward and use the stairs up to F6.



A ledge just southeast of the stairs lets you cross between the towers on F6. Move to the eastern tower now and use the stairs on that side to reach F7.

F7 AND THE TRAPPED STATUES

Look over the maps on F7 and F8 before proceeding. These levels are linked, and careful work lets you avoid a lot of unnecessary damage. Alternatively, you can ignore the "right" way of doing things and walk through the statue traps. Heal often with items or one of your secondary healers and be done with the mess. Still, this is an answer that lacks finesse.



Fire from the dragon statues can be avoided by hugging the far walls while moving up or down. This is the case on the eastern side of the room. However, the western statues are too close together and cover both sides of the corridor. You'll need a better plan to get through unscathed.

BEWARE OF DRAGONS

The statues on F7 are quite dangerous. Anyone walking too close to them gets singed (and takes a heavy damage). There are trapped statues on the eastern and western sides of the level. Remember to heal if you trigger these traps.

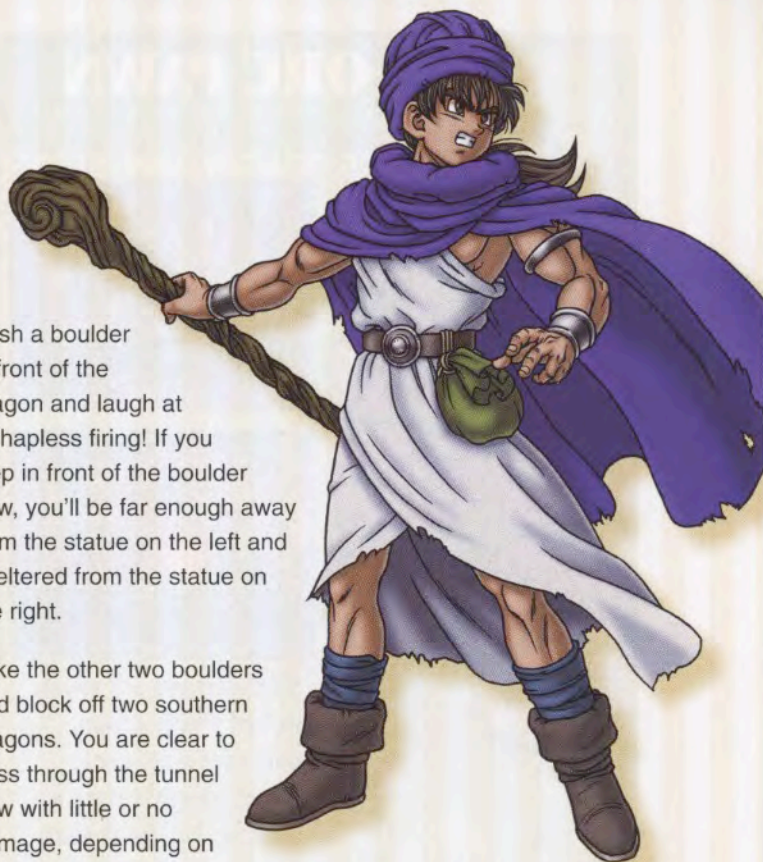
Use the stairs on the northeastern side of F7 to head up. Open the two treasure chests at the western end of the next floor. On your way back to the stairs, push the huge boulders in the area down into a pit. The boulder on the southern side is a rockbomb, so don't mess with it unless you want to. The three other boulders are legitimate.



Now that these boulders are on F7 you probably know what to do. Block the eastern dragon statue at the top of the western corridor.

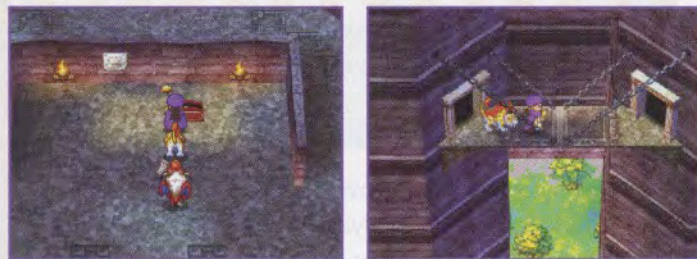
Push a boulder in front of the dragon and laugh at its hapless firing! If you step in front of the boulder now, you'll be far enough away from the statue on the left and sheltered from the statue on the right.

Take the other two boulders and block off two southern dragons. You are clear to pass through the tunnel now with little or no damage, depending on any missteps.



CLIMB, CLIMB, CLIMB

Take several staircases all the way to F10. Use the switch there to lower half a drawbridge on F9. Then, use the teleportal in the same room to reach another treasury. The northern treasure chest is a mimic. The second drawbridge switch is there! Pull that too.



Return to F9 and step out onto its southeastern ledge. Cross between the towers, using the lowered drawbridge, and climb to the top of Nightmare Towers. You find someone important on the eastern side of F10. Talk to this person and move on afterward.

Two bosses are waiting at the very top of the tower. Both of them are the pawns of much greater forces, and your party shouldn't have any problems dispatching them. The first is an orc, sitting on a throne where you arrive. Heal up first, then talk to the foul beast.



ORC PAWN

HP 800

ATK 155

MP 30

DEF 121

EXP 350

AGI 70

GOLD 300



You can't expect much out of a little pawn, can you? This orc is much tougher than an orc king, but he doesn't have the staying power or the damage output to face a full party. Heal your party before talking to him, and equip a dream blade on one of your characters if possible. The dream blade's sleep effect can affect the Orc Pawn.

Other sleep abilities are worth trying as well. Put three of your people on damage detail and let your fourth person work on messing with the poor boss.



CHIMAERA PAWN

HP 800

ATK 145

MP Infinite

DEF 150

EXP 450

AGI 80

GOLD 350



The Chimaera Pawn only lasts a bit longer than his orc counterpart. It has a higher defence and a bit more agility, but neither of them can take too many hits. Don't even waste time with spells that raise your survivability unless you had major problems with the Orc Pawn. Lay into the Chimaera directly to see it drop in several rounds. A single healer is more than adequate for keeping you safe.

Heal your party before walking over to the next throne. A Chimaera Pawn is sitting (or flying?) on that seat. Talking to him triggers another boss fight.

The statue that blocked your way north moves aside when the bosses die. Approach the last staircase and go back into the tower. Your wife is in this final room, but so is Kon the Knight. You might be in real trouble now. The enemies wanted you to come here; the whole kidnapping thing was just a con. Heal, talk to your wife, and get ready for a tough ride.





KON THE KNIGHT

HP 1200

ATK 220

MP 255

DEF 120

EXP 3000

AGI 50

GOLD None



The first eight turns of this fight are all about minimizing damage. Kon is almost immune to everything you dish out, and he can wail away at your party with impunity. Hold off on heavy

spellcasting (except for healing). Instead, have most of your party members defend to take reduced damage. Wait to heal until your health is low enough to warrant a Fullheal instead of relying on Midheals. This saves MP and also reduces the number of rounds that your healers take full damage from Kon.

Thankfully, your wife finds a way to lower Kon's damage shield. Suddenly exposed, the boss finds that the horseshoe's on the other foot. Give him some righteous payback.

Now you want to use your abilities. Raise attack if you can, get more defensive powers in place, and start dealing real damage. Kon has 1200 HP, but your party members have gained so much strength that you might be able to do that in five or six more rounds. You've survived longer than that already!

Use magic water or prayer rings if your healers start to tap out on their MP. Kon can't deliver major burst damage, so all's well if you can make it this far!

Kon collapses, leaving your party reunited. Then things start to happen. Events unfold quickly at first, then time passes. Considerable time.

At the end of this extended scene, you receive Madalena's Locket and have two new heroes join the team: the Boy and the Girl are now ready to fight the good fight. And guess what? The Boy can use the Zenithian equipment. Give him the Zenithian Sword and the Zenithian Shield right off the bat and have him equip those. The Zenithian Helm won't be too hard to get soon enough.





A Few Quick Stops



OBJECTIVES

- 1 Configure your party and your monsters at the Gotha Bar (talk to Patty and Monty).
- 2 Zoom to Helmnaptra and have the Boy meet Queen Cleohatra (receive the Zenithian Helm).
- 3 Sail to Stockenbarrel and go under Whitey's home; search behind the building and defeat the Merry Man (receive a silk bustier).
- 4 Travel to Coburg Castle; search the western external wall of the castle and defeat another Merry Man (receive Hela's armour).
- 5 Stay in Coburg and talk to King Wilbur and Harry (receive Hermes' hat).
- 6 Head to Zoomingale and visit Professor Toilen Trubble again (Learn Hocus Pocus).
- 7 Visit the weapon shop in Whealbrook.
- 8 Sail north from Gotha and enter the eastern sea; visit the island in the southeast for a mini medal.

There are several places to visit before you continue your quest. This is a good time to get your family some experience in combat and to flex your muscles. There is a bar in Gotha Castle. Monty can be found there, if you want to see how your monsters are doing. There's also a woman in a bunny costume there; talk to her. Her name is Patty, and she controls Party Planning. You can swap non-monster characters in and out of your party here. Ditch the kids? Put Sancho in? Try out Tuppence? Do whatever you like here. The Boy is a heavy hitter regardless, and he is a valuable addition under almost any circumstance. The Girl may seem weak by comparison, but her ability to protect the party and raise other people's combat capabilities makes her a great choice for boss fights. Leave her in the rear lines for random encounters, then pull her to the front when you near the end of each dungeon.

TAKING THE HELM OUT OF HELMUNAPTRA

Leave Gotha and Zoom to Helmnaptra. Talk to Queen Cleohatra on the lowest level of the city. She sees the Boy and wonders if he is the Legendary Hero. Follow the Queen to the Helm's chamber and see if the artifact fits. Indeed, it does, and you receive the Zenithian Helm as a result.



FINDING THE CREEP IN STOCKENBARREL

Go back to Stockenbarel, the small town north of Mostroferrato. Visit old Whitey, Bianca's father, and talk to him for a while. After your visit, look under his house and go out the back side. Way behind the house there's a dark-looking figure with a treasure chest. Talk to the man and defeat him in a brief skirmish. This Merry Man is hiding a **silk bustier**. Take it from the chest after you win and give it to one of your major casters (e.g., the Girl).



HOW ARE YA HARRY?

Go to Coburg next. Search outside the castle, on the western side of the walls. Another Merry Man is there. This one is just as easy to defeat. He has a suit of **Hela's armour**. It's cursed, but it has amazing defensive properties and is resistant to fire- and ice-based spells.



Go into the castle afterward and talk to the King and to Harry. Let the kids play with Harry's son, then look for them near Harry's old room. They've lost sight of Prince Kendrick. Somehow this all seems familiar! Look down the hidden staircase in Harry's room and find Kendrick. Follow him back to the royal chambers and talk to him. He gives you **Hermes' hat**.

THE PROFESSOR

Professor Toilen Trubble has finished the second spell he was working on. He teaches you Hocus Pocus if you speak with him again. You don't have to do any quests or spend money for this. It's free, so why not do it now?



SHOPPING FOR HIGHER DAMAGE?

Return to your old hometown. Whealbrook still doesn't look like it's recovered from hard times. However, a young entrepreneur has moved in and started a weapon shop with potential. This place has a few items of startling power. Come here when you have the cash to spend! When you're done with all of these side errands it's time to sail east.

WHEALBROOK WEAPON SHOP

	NAME	COST
	Poison moth knife	900
	War wammer	6500
	Zombiesbane	11500
	Ionospear	13500
	Dragonsbane	15000
	Icicle dirk	9000



REACHING THE NEW OCEAN

It's possible to get your ship into the eastern sea now. Zoom to Gotha and take your vessel up the small channel that leads northeast. The waterway eventually flows all the way to the ocean. This is how you reach the next continent.



Sail to the southeast and disembark on a small island. Enter the local estate and talk to the residents. They're the people you were with for the last few years. Their son is still missing, and it would be nice to help them if you can. For now, search their home for a **mini medal** (it's inside the mother's room). There's also a **T 'n' T ticket** there.

ONE MORE STOP

Sail to the eastern continent and scout the area. You can't get to the interior of the land mass because of a persistent mountain range. There's a water-filled cave that connects the interior and exterior areas of the continent, but hold off on going there.

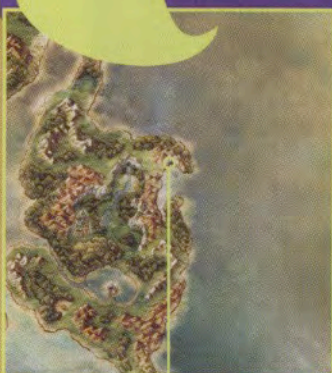
Instead, sail to the peninsula at the northern tip of the continent. Search inside the small shrine there to find a few goodies: a **T 'n' T ticket**, a **seed of wisdom**, one **mini medal**, and a **dieamend**. Talk to the man who tends the shrine. He mentions a legendary helmet with the power of the sun.



TOWN

Recommended Hero Level: 26

Estuary Sanctuary









OBJECTIVES

- 1 Find the Estuary Sanctuary and pass through it.

ITEM LIST

- Hades' helm [on dry land, in the middle of the cave]
- Mini medal [northeastern side of the cave]

LOCAL FLORA AND FAUNA

	NAME	HP	EXP	GOLD	ITEM DROP
	127 Blizzybody ♥	104	290	60	Top hat
	088 Cureslime ♥	76	70	43	Yggdrasil leaf
	181 Man o' war ♥♥♥	50	77	22	Moonwort bulb
	189 Mother ocker	100	125	53	Monster munchies
	129 Necromancer	132	325	90	Prayer ring
	128 Stenchurion	167	282	40	Blood mail

Sail along the eastern coast of the new continent. The Estuary Sanctuary is easy to spot from the coastline, and you don't have to disembark to enter it. Sail your entire ship into the cavern!



This flooded cave is quite small, consisting of only one floor. You can sail your ship through the cave, disembarking only to collect two pieces of treasure on the way. There are six types of enemies in the area, and most of them are easy to fight. The experience comes in quickly, but you probably shouldn't spend much time level building here (it's far away from towns and isn't so lucrative that it's worth your time).

Having a secondary healer in your party isn't necessary, but you should have a monster to handle out-of-battle healing. There are enough monsters with group attacks in this area that your MP will suffer if one person is doing too much of the healing work. Blizzybodies can be the worst, as their best attacks hit for almost 50 HP against all characters.



To get through the cave, sail north then around to the western end of the cavern. Leave via the southern exit to continue your journey. There's a single door in the northwest, but you can't open it yet. Ignore that spot for now.

The cave exits in the middle of the continent. You're very close to the town of Lofty Peak, the birthplace of your mother. Disembark and walk into town. You can probably use a long night at the inn right about now.



Lofty Peak



OBJECTIVES

- 1 Talk to the smith in an elder's house if you have a Whealbrook bluestone (optional, receive the Whealbrook sapphire).
- 2 Collect the flying carpet and the magic key.
- 3 Talk to the four elders at the top of Lofty Peak.

ITEM LIST

- Mini medal [inside a private home, on the front side of Lofty Peak]
- Seed of resilience [inside a private home, on the rear side of Lofty Peak]
- Flying carpet [in a side passage, at the rear end of the town]
- Magic key [outside, past the weapon and armour shop, at the rear part of town]
- Book "Lofty Lilts" [given by a woman in Madalena's room]
- Book "Will of Our Leader" [inside a private home, on the rear side of Lofty Peak]

WEAPON SHOP

NAME	COST
Dream blade	6300
War hammer	6500
Spiked steel whip	7400
Icicle dirk	9000
Siren sword	9800
Somatic staff	2500

ARMOUR SHOP

NAME	COST
Silver cuirass	5000
Magic armour	12000
Shimmering dress	8800
Sage's robe	12000
Dragon shield	7100
Thinking cap	13000

WILDERNESS FLORA AND FAUNA

	NAME	HP	EXP	GOLD	ITEM DROP
	096 Drag-oon	130	245	63	Paxa Punch
	123 Golem ♥♥♥	190	330	90	Seed of strength
	116 Hoodlum ♥♥	83	195	54	Stone axe
	121 Hypothermion	115	252	60	Seed of magic
	124 Mandrake major	127	215	65	Saw blade
	118 Tortoceratops	113	225	45	Seed of strength

Lofty Peak is a mystic town, high in the mountains. Even looking at it stirs the sense that this is a magical place. Its people have a closeness with the world that borders on the supernatural.



Talk to the town's residents to learn more about your mother's past, the demon world, and the obligation that these people have to protect the world from darkness. The four elders who live at the top of Lofty Peak have the most to say.

Use the stairway in the weapon and armour shop to reach the back side of Lofty Peak. There are several pieces of treasure there, including the **flying carpet** and the **magic key**. Both of these are essential.

Cutting the Whealbrook Sapphire

If you have a sample of the boulder from Whealbrook Cave, give it to the smith in town. The smith lives with one of the older town residents. It takes a full evening's work, but the smith can turn the stone into a Whealbrook sapphire.

The magic key opens all the sealed blue doors you've seen around the world. These doors are spread all over the place, but some of the treasures found behind them are valuable. It's optional, but you can take time off to collect everything that you missed previously.

WHAT'S BEHIND THE BLUE DOORS

In Roundbeck:

- 15 gold coins [in the bar's basement]
- Stone Fangs [in the bar's basement]

In Lodestar Harbour:

- Thorn whip [at the top of the stairs, in the dancer's area]
- Seed of life [at the top of the stairs, in the dancer's area]

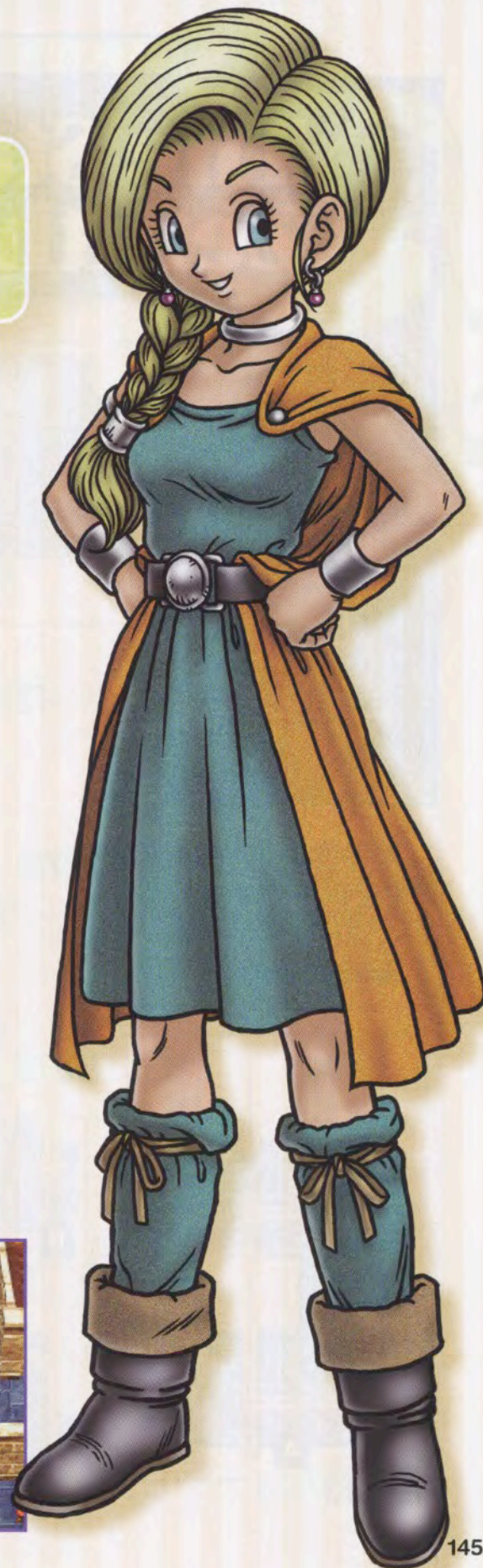
In Gotha Castle:

- 3000 gold coins [F2, room on the west side of the castle]
- Meteorite bracer [F2, room on the west side of the castle]

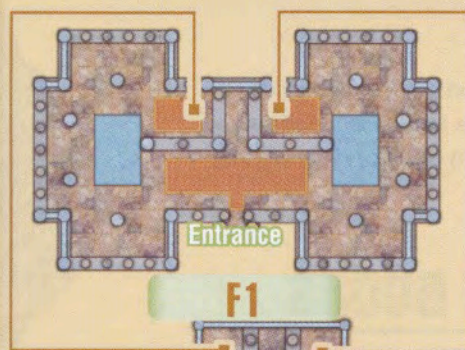
In Fortuna:

- Prisoner's gambling tip [unlock his cell in the Fortuna Prison]

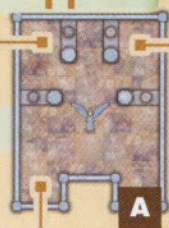
The best of these items is the meteorite bracer. Even if you decide to skip most of the treasure gathering, take the time to visit Gotha and get this! The bracer doubles its wearer's agility. Put it on fast characters to make them even more defensive in melee combat or toss it onto healers/casters to ensure that their spells happen before everyone else gets to attack.



The Stairway to Zenithia



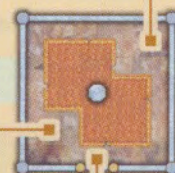
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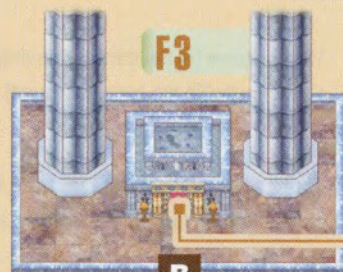
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F3



F3



F4



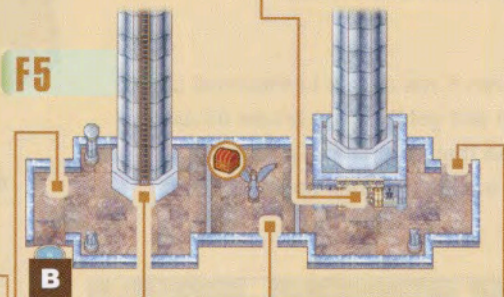
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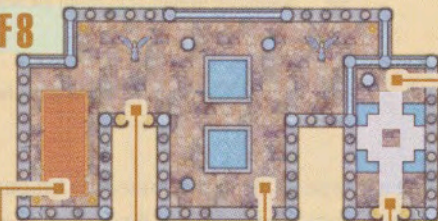
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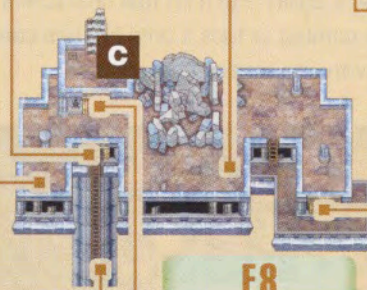
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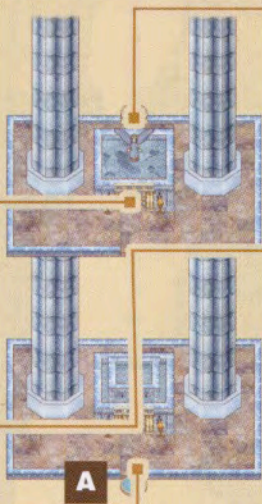


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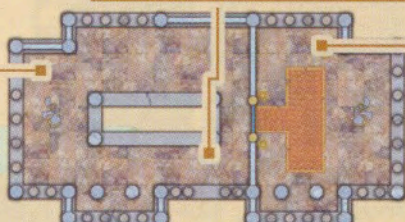


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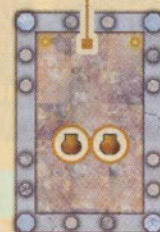
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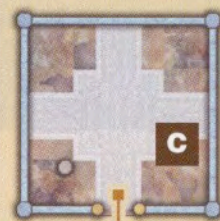
F5



F7



F9



OBJECTIVES

- 1 Zoom to the Knick-knackatory, sail briefly north, and then use the flying carpet to reach the tower.
- 2 Enter the tower and climb to the top floor.
- 3 Take the magma staff after talking to the sage who lives in the tower.


ITEM LIST

- Diamond akillics [F4, western tower]
- Yggdrasil leaf [F3, eastern tower]
- Mini medal [F5, center of the towers]
- T 'n' T ticket [F7, side chamber]
- Seed of strength [F7, side chamber]
- Magma staff [F8, upper section]

WILDERNESS FLORA AND FAUNA

	NAME	HP	EXP	GOLD	ITEM DROP
	200 Conkerer ♥♥	120	70	32	Medicinal herb
	202 Conkjurer ♥♥	120	68	40	T 'n' T ticket
	201 Conkuisitor ♥♥	140	75	33	Yggdrasil leaf
	199 Conkuistador ♥♥	150	72	50	Yggdrasil dew
	123 Golem ♥♥♥	190	330	90	Seed of strength
	065 Liquid metal slime ♥	6	10050	10	Mini medal
	122 Muddy hand	93	110	35	Chimaera wing
	129 Necromancer	132	325	90	Prayer ring
	119 Pink elephant	150	264	70	Seed of life
	131 Red-hot poker	115	270	63	Iron cuirass
	126 Revaulting horse ♥♥	130	270	75	Magic water

LOCAL FLORA AND FAUNA

	NAME	HP	EXP	GOLD	ITEM DROP
	107 Admirer	320	550	85	Mini medal
	117 Air duckt	119	217	60	Cherub chime
	133 Gargoyle	123	290	85	Serpent sword
	132 Hippopotamiss	138	295	80	Iron shield
	116 Hoodlum ♥♥	83	195	54	Stone axe
	121 Hypothermion	115	252	60	Seed of magic
	130 King cureslime ♥	156	380	100	Rebirth stone
	134 Warhog ♥♥	143	335	90	Battle-axe

This is another dungeon based on a dual tower design. However, it's much easier to navigate in this area compared to Nightmare Towers. You won't spend nearly as much time trying to figure out puzzles, and there isn't as much treasure to steal either.



Admirers again appear in this tower. Unlike some monsters, admirers scale very nicely (because they copy your existing characters). Focus on individual admirers to get them KO'd as quickly as possible; you certainly don't need two admirers completing their transformations!

A new generation of hippos patrol here too. The hippopotamiss warriors are a pain in the rear. They take very little damage most of the time, so it's wise to leave them for last in any engagement. Melee and magic attacks do almost nothing when they defend, and nothing at all works when the hippopotamisses turn themselves to stone. You have to wait them out!

To get all of the treasure in the tower, start at the northwest staircase from the first floor. Use the left staircase on the next level and take that route all the way to F4. Loot the only chest there and return to F2. Take the right stairway this time.

Take another chest from the only room on F3 of the eastern tower. Exit the room and use the blue platform on the lower side of the area. This transports your party to another part of the tower. Use a separate disk on the northern side to continue your ascension.

The path becomes quite linear until you come to a locked door. Open this with the magic key and use a staircase on the south side to find another chest. Go back down the stairs and take the other set of stairs on the western wall.

You should see a ladder on the next level. Ignore the blue disk nearby and climb the ladder. Use the staircase on the right side of the next room, then continue right in the large open area. Descend the short ladder to enter the small room and walk down the stairs inside. Break two pots at the end of that channel, then come back to the open room. End by going into the sealed room on the left and climbing to the top of the tower. Talk to the old man who lives there. He explains what the magma staff is for. Take the staff and leave the dungeon.



The Diggery-Pokery



OBJECTIVES

- 1 Start at Gotha Castle and use the flying carpet to reach the region south of Lofty Peak.
- 2 Use the magma staff to blow up a sealed cave near the lake.
- 3 Enter the Zenithian Cave.
- 4 Use the mining carts to pass through the cavern complex.
- 5 Talk to the spirit priest on B3 to save your game and access other church options; also use the healing shrine while you're there.
- 6 Take a series of mine cart rides to leave the cave and reach Zenithia itself.

ITEM LIST

- 950 gold coins [B2, toward the top of the area]
- Seed of life [B2, at the bottom of the map]
- Mini medal [B2, hit the switch in the northwest and then ride the cart to this chest]
- Magic water [B3, western side]
- 750 gold coins [B3, center]
- Staff of salvation [B3, far northern end]

WILDERNESS FLORA AND FAUNA

	NAME	HP	EXP	GOLD	ITEM DROP
	120 Drag-goon	130	245	63	Paxa Punch
	123 Golem ♥♥♥	190	330	90	Seed of strength
	116 Hoodlum ♥♥	83	195	54	Stone axe
	121 Hypothermion	115	252	60	Seed of magic
	124 Mandrake major	127	215	65	Steel broadsword
	118 Tortoceratops	113	225	45	Seed of strength

LOCAL FLORA AND FAUNA

	NAME	HP	EXP	GOLD	ITEM DROP
	135 Hades' helm ♥	115	294	95	Hades' helm
	137 Hyperpyrexion	135	401	110	Faerie foil
	139 Mandrake marauder	123	380	81	Steel broadsword
	136 Prowler jowler	140	310	65	Seed of agility
	128 Stenchurion	167	282	40	Blood Mail
	138 Terrorceratops	135	376	95	Seed of resilience
	134 Warhog ♥♥	143	335	90	Battle-axe

You can't bring your wagon into this cave, so it's important to take a well-balanced party into the dungeon. Your hero, the twins, and a monster that damages groups would be ideal (magical damage dealers, dragons, and so forth).



The enemy groups here are often fairly small, but each target has considerable health. The hyperpyrexions are fairly easy to bring down, but they hurt the most. Often these monsters use their area-of-effect attacks and do a pile of damage. Take them out first when there are mixed groups. Hades helms curse your party, but bringing the Boy along ensures that someone has the ability to remove curses (if he hasn't learned Sheen already, he'll likely get it during this dungeon run).

There are puzzles in the Diggery-Pokery; actually, the entire place is one large puzzle. The second, third, and fourth floors are littered with tracks. Mining carts are locked onto these rails, and your party won't be able to advance without putting the tracks into a proper configuration. Look for bright switches beside the tracks; these control which direction a cart travels at each intersection.

THE FIRST PUZZLES OF B2

The second half of B2 has the first cart puzzles. Use the northern switch once, ride the cart to a treasure chest, and then get onto the raised area. Use the lower switch on that platform before getting onto the cart. That route takes you to the stairs down to B3.



If at First You Don't Succeed

The puzzles are relatively forgiving here. Each cart rides to the end of its route and stops. Your party always has the option of getting back on the cart to take it back to its original destination. Depending on how the switches are aligned you might end up with a different result than you expected, but you NEVER end up with a broken combination. All switches can be set and reset, and all of the carts are effectively immune to damage.

B3'S LONG RIDE

Ride the first cart on B3 to its terminus, then get into the new cart nearby. This takes you across a short jump before stranding your party. Hit the switch on the left, ride the cart back to its starting point, and then try again. This time the cart veers right and takes you close to some treasure. Collect the chest and look for a new cart on the right. Ride this to the western side of the room. Flip the switch over there, return the cart, and ride it again.

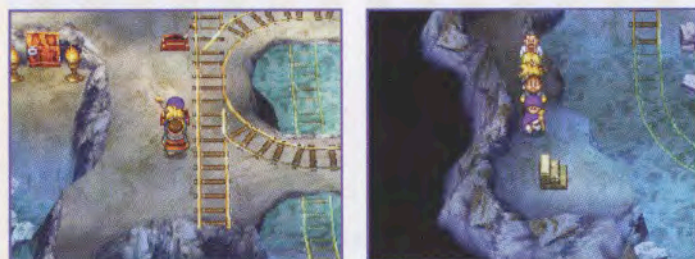


Walk north and climb a tiny ladder. One more mining cart is in this area; ride it all the way around the perimeter of the room. It's a blast.

This gets you into the northern section of B3. The center of the room has a healing shrine and a priest. All of the services of a normal church are functional here, so that's a bonus. After resting, set up the sole mining cart to take you toward the northeast corner. It's very simple. Climb down the stairs at your destination. You're almost done.

B4: TIME TO GET OUT

Ignore the southern part of the room when you get to B4. Walk north and use the switches to the left of the circular track. This derails the poor guy who's been riding around for too darn long. Meet up with him after he crashes and talk to the guy. He's...odd, but friendly.



Set up Agon's old mining cart for a straight run north. Get back on it and ride all the way through. Before leaving this part of B4, go down the stairs and explore the western room. There isn't anything to collect, but you can have an interesting conversation with a researcher there.

You should also take the small pathway along the western wall of the room. This leads you to some stairs back up to B3. You get a **staff of salvation** for going there, and it doesn't take long to do.

When these side tasks are done, enter the middle portion of B4. This is one of the harder puzzles in the game. Look at the number of switches in this area. There aren't any treasure chests to worry about, and you only need to get to the northwestern end of the room. Everything else is a red herring.

Take the first cart to its initial destination, then work on the two switches north of that position. Set up the rails to have the cart travel straight at the first turn, left at the second turn, and straight again at the third turn.

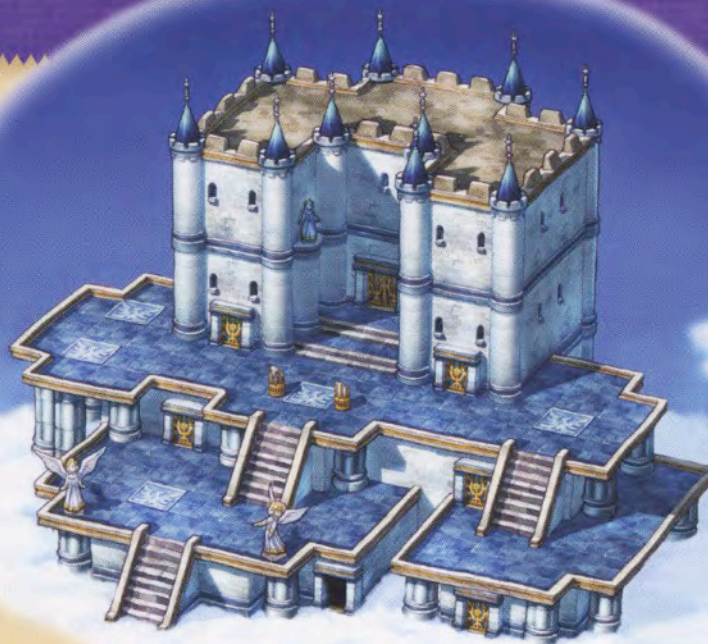


Take the second cart when you reach the northern ledge. Get out of it in the south and walk to the center of the chamber. Turn the lower switch so that the returning cart will turn left at that intersection. Now, use the cart a second time to move through the center. It takes a couple of runs to do this cause of an upturned rail; the first run sets the rails in a new position and the second gets you where you need to go. Set the western switch to allow for a straight shot, and use the cart one more time.

That takes you to the northwestern side of the room. Use the cart in the corner to go all the way around the room and walk through the northern exit when you're done. The final room has a tiny puzzle. Flip its switch, then use the cart. Watch the wild ride that follows, and leave the cave behind.



Zenithia



OBJECTIVES

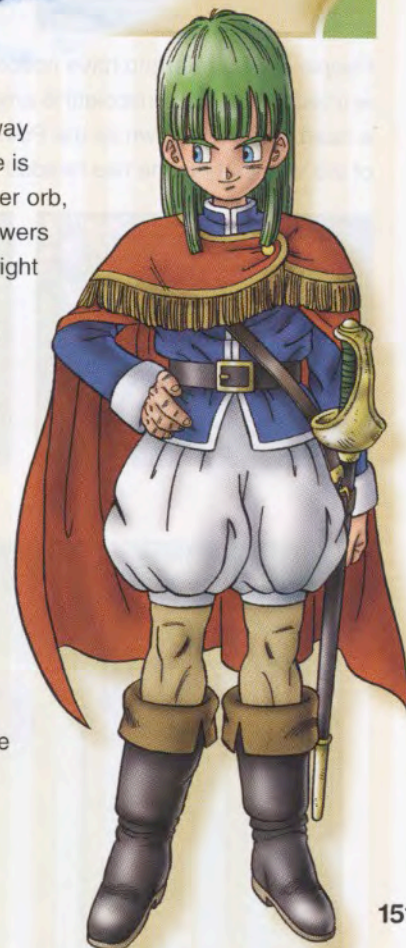
- 1 Examine the flooded castle.
- 2 Search for the hidden stairway behind the throne.
- 3 Look for the gold orb and figure out what happened to it.

Doctor Agon escorts you through Zenithia. The place has been much abused, and you can't do much here currently. The center door leads up toward some stairs. Climb those and go through a linear path up to the throne room. Agon mentions that there is supposed to be a stairway behind the throne. Search for it, then descend.



At the very bottom is a three-way intersection. The southern side is obstructed. On the left is a silver orb, presumably something that powers the magic of Zenithia. On the right ... is nothing. Agon says the gold orb used to be there. You remember seeing a gold orb once, but that was a long time ago. You won't be able to get that device back.

Maybe there's another way! Leave the castle by going back to the front of Zenithia and using the blue portal. Once you're all the way back outside, run a couple of side errands, and then continue toward the land of the faeries.





Legacy of the Briscolettis



OBJECTIVES

- 1 Zoom to Mostroferrato.
- 2 Talk to Mr. Briscoletti on F2 of his mansion and agree to help him.
- 3 Use the flying carpet to reach the shrine west of Stockenbarrel.
- 4 Examine the jar at the bottom of the shrine.
- 5 Return to Mostroferrato, rest, and save your game.
- 6 Visit La Guardia, the tower next to Mostroferrato, and fight a grueling battle (receive the ultimate key).

Return to Mostroferrato and talk to Mr. Briscoletti. He confides that a wandering merchant said something about the jar in Pothold ... something that has him very worried. Say "yes" to agree to help, then leave town. Take your flying carpet up the river and look west of the water lock. Pothold isn't hard to spot.

People in Mostroferrato have noticed that their leader is a bit worried of late. Mr. Briscoletti is anxious about the state of a jar in a nearby shrine, known as the Pothold. Sadly, the place is so out of the way that no one has headed over to check on it.

Enter the area without fear; there aren't any monsters in there. Approach the steps and watch as the floor dissolves. Walk down the spiral staircase to the lowest level of the building and examine the jar. Sure enough, it's red. That isn't a good sign, according to Mr. Briscoletti. You had better return to Mostroferrato.

The guards at the town entrance tell you that Mr. Briscoletti has gone west to La Guardia (the tower beside Mostroferrato). Rest at the inn, save at the church, and then go to the tower. Mr. Briscoletti is up top, and he explains the legend of the jar. While he leaves to prepare, your party stands guard. As luck would have it, that's when everything goes all pear shaped.



BJØRN THE BEHEMOOSE

HP 4700

MP Infinite

EXP 9500

GOLD None

ATK 300

DEF 160

AGI 75

You can select your party for this boss fight; in this case, the strategy involves the hero, the Boy, and the Girl. Remember that you cannot switch characters in and out of the party during the fight. That's the first challenge of this encounter.

Choose a monster for your fourth slot that is going to either deal massive amounts of single-target damage or heal the party consistently. Anything with group-healing powers would be perfect (e.g., orc kings).

BJØRN THE BEHEMOOSE



Another pre-battle tip is to give each character at least one Yggdrasil leaf. These items don't get a lot of use if you level properly and keep your party well equipped. However, this fight is a doosey! Yggdrasil leaves ensure that anyone in your party can resurrect a downed character (and both the Boy and the Girl may be a bit low on health unless you've taken extra time to build them up).

So here's how to win. Have your hero equip the best single-target damage weapon you have. Have him stay on pure damage detail for the whole fight. In a pinch he can provide healing to supplement the other character's healing spells, but it's essential to keep the damage stream flowing.

Have the Boy Kabuff the party to weaken Bjørn's brutal melee attacks. Get Kabuff up early on and continue casting it to negate Bjørn's Kasaps. In between those, have the Boy cast Fullheals every time they are needed. Slip in a melee attack or two in there when you can, but these aren't as important.

The Girl needs to get Oomph up for your hero instantly. Anyone else doing melee damage needs it too, as soon as possible. Afterward, have her work on destroying the demon's defence. Kasap, Kasap, Kasap. Don't have her stop casting that until the boss' defence bottoms out (you'll know because the spell won't work anymore). Then, resume Kasap as soon as Bjørn casts Buff on himself.

If the Boy has Insulate, cast that at the beginning of the fight. Bjørn won't use his fire attack often, but any damage mitigation in this fight is a good thing! Don't be shy about using items to sustain your party. Magic water? Sure, keep some of that on your characters and use it if you need it.

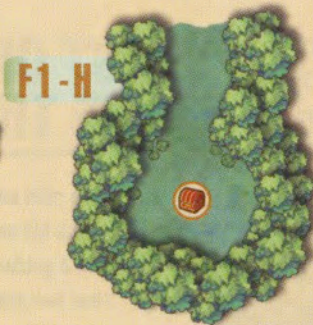
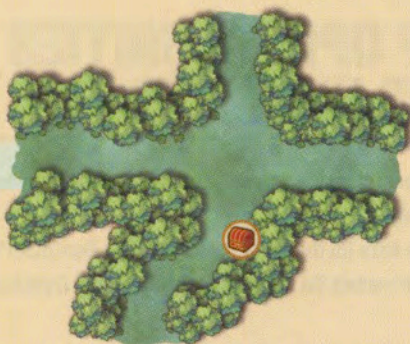
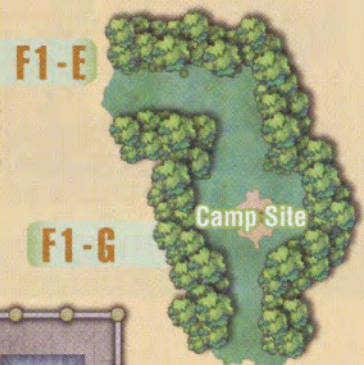
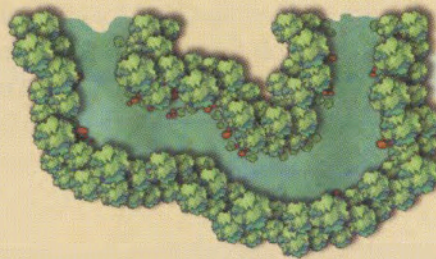
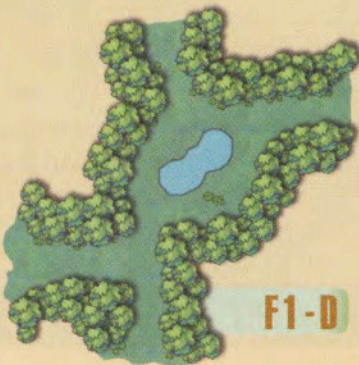
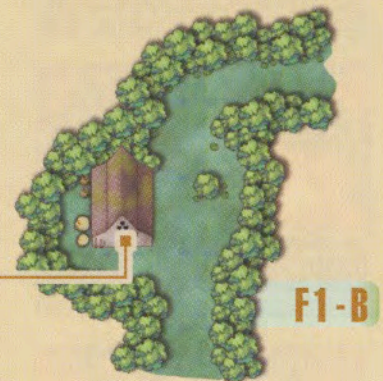
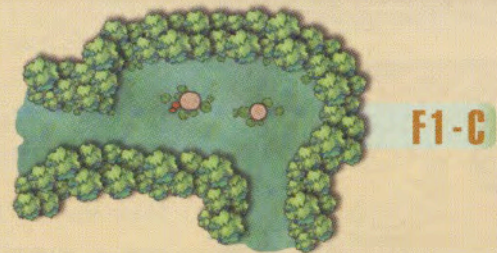
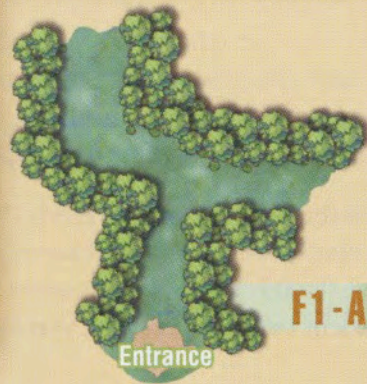
Victory earns you the **ultimate key**. You can unlock even the strongest and most protected doors in the realm. These include the cell doors in the Fortuna prison and the treasure room in Dominicus's Dominion.



LIST OF OPPORTUNITIES TO USE THE ULTIMATE KEY

- Get a mini medal [free the second prisoner from the Fortuna prison and search his cell]
- Loot a golden tiara [in the lower portion of King Dominicus's Dominion]
- Steal two mini medals [in the lower portion of King Dominicus's Dominion]
- Visit Harry's old cell [inside the Ancient Ruins]

Neverglade



OBJECTIVES

- 1 Generally move east through the forest maze and turn north when you reach the four-way intersection.
- 2 Follow the child out of the forest and use the warp portal to reach the Realm of the Faeries.

ITEM LIST

- Mini medal [inside the cabin, north from the forest entrance]
- Elfin elixir [inside the cabin, north from the forest entrance]
- 1500 gold coins [at the southern side of the four-way intersection]
- Faerie foil [turn south once you see the campfire to get this]
- T 'n' T ticket [in a small glade, west of the pond near the exit]

WILDERNESS FLORA AND FAUNA

	NAME	HP	EXP	GOLD	ITEM DROP
	143 Bomboulder ♥	220	402	70	Dieamend
	202 Conkjurer ♥ ♥	120	68	40	T 'n' T ticket
	201 Conkuisitor ♥ ♥	140	75	33	Yggdrasil leaf
	199 Conkuistador ♥ ♥	150	72	50	Yggdrasil dew
	142 Dragon zombie	240	450	55	Ruinous shield
	137 Hyperpyrexion	135	401	110	Faerie foil
	141 Pummel horse	128	350	68	Monster munchies
	140 Silvapithecus	140	403	100	Elfin elixir

LOCAL FLORA AND FAUNA

	NAME	HP	EXP	GOLD	ITEM DROP
	143 Bomboulder ♥	220	402	70	Dieamend
	200 Conkerer ♥ ♥	120	70	32	T 'n' T ticket
	201 Conkuisitor ♥ ♥	140	75	33	Yggdrasil leaf
	087 Goodybag ♥ ♥	45	80	200	Prayer ring
	043 Metal slime ♥	5	1350	75	Seed of agility
	146 Moosifer ♥ ♥ ♥	180	410	120	Devil armour
	141 Pummel Horse	128	350	68	Monster munchies
	145 Quadrahead	109	390	112	Seed of magic

Neverglade takes more time to find than you might expect. The forest is in the middle of nowhere, and there aren't many clues on how to find it. The best place to start is Mostroferatto. Leave that town and use your flying carpet to go east and a bit north past a mountain range.



Turn south when you see a bridge and disembark on the south-most bridge. Continue south and a little east into the woods until you see a strange path of trees near the mountainline. Go there! This is Neverglade.

The forest in Neverglade has a will of its own; maybe that's why it has such a strong connection with the faeries. You can get lost in the woods very easily, but this guide helps keep you on the path.

To get all of the treasure and get through the woods, follow this route:

Walk north when you enter the forest. Stop at the private home and look for treasure; speak with the two residents inside the building as well. You find out that this is indeed a place with faerie influence. Search the home, head east, then turn south in the next screen.



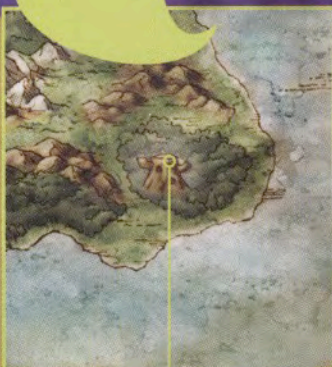
You arrive at a pond. Go east from the pond and open the treasure chest at the four-way intersection. Travel north at the four-way crossing and stop as your party arrives in a small clearing. One of the children sees something there. It's probably a faerie, but you are too old to see them normally now. Head directly north and press the A button to talk to the invisible entity. Follow your child and the faerie out of the forest.

The Tricky Chest

As soon as you enter the faerie clearing, walk south again and get the **faerie foil**. This is the easiest chest to miss because it's so unintuitive to reach a new place by turning around. Neverglade is a mysterious place!

However, you should return to Neverglade as soon as you know the way out. The teleportal at the end of the forest is preceded by a beautiful lake. Walk along the left side of the woods near the lake. There's a gap in the treeline that leads to more treasure!

Another Visit to Faerie Lea



OBJECTIVES

- 1 Talk to the town residents, browse the armorer's wares, and stay at the inn (optional).
- 2 Talk to Sherbet in the library and Treacle in the throne room (receive the faerie horn).

ARMOUR SHOP

NAME	COST
Flame armour	15000
Flowing dress	14800
Silk bustier	18800
Flame shield	17000
Power shield	25000
Thinking cap	13000

WILDERNESS FLORA AND FAUNA

NAME	HP	EXP	GOLD	ITEM DROP
008 Bad apple ♥♥♥	22	9	8	Chimaera wing
196 Battle pip ♥♥	50	24	9	Antidotal herb
010 Bubble slime	15	6	7	Antidotal herb
197 Epipany ♥♥	37	22	12	Holy water
030 Healslime ♥♥	35	19	14	Medicinal herb
013 Lickspittle	22	8	5	Bamboo spear
016 Mental pitcher	23	13	10	Seed of magic
195 Pip fighter ♥♥	45	25	25	Medicinal herb
198 Wiz pip ♥♥	32	23	18	T 'n' T ticket

Faerie Lea is close to the gateway between the normal world and the faerie lands. Return there and look around town. Time changes few things here, so Faerie Lea looks much the same as it did before (though the weather is currently quite nice).



The armor shop has many new items to peruse. It can be worth a stop if you have a pile of gold coins sitting around. Nothing is cheap there, but all of the pieces are extremely powerful.

Treacle's throne is still in the northern tree. Go there and talk to Honey and Treacle. Ask them for help and they'll gladly assist you. Treacle has a faerie horn that reveals the location of the Faerie Palace. Queen Caramel lives there, and it's possible that she can make another gold orb.

Before leaving, talk to Sherbet in the library. Sherbet explains more about where the Faerie Palace is located. It's not a perfect description, but the hint is enough to get things started.





The Faerie Palace



OBJECTIVES

- 1 Zoom to the Knick-knackatory and fly north, past the tower.
- 2 Walk up to the lake.
- 3 Use the raft beside the lake to sail north; blow the faerie horn in front of the large lily pad across the way.
- 4 Once the Faerie Palace is revealed, enter the building.
- 5 Talk to Queen Caramel (receive the gold bauble).
- 6 Loot the faerie treasury downstairs (optional).
- 7 Go upstairs and use the picture to travel someplace special.
- 8 Talk to everyone in town, then talk to the familiar-looking boy in purple (receive gold orb).
- 9 Exit the special town and travel to Zenithia.

ITEM LIST

- Lightning staff [in the basement treasury]
- Princess's robe [in the basement treasury]

WILDERNESS FLORA AND FAUNA

	NAME	HP	EXP	GOLD	ITEM DROP
	200 Conkerer ♥♥	120	70	32	T 'n' T ticket
	202 Konkjurer ♥♥	120	68	40	T 'n' T ticket
	201 Konkuisitor ♥♥	140	75	33	Yggdrasil leaf
	199 Konkuistador ♥♥	150	72	50	Yggdrasil dew
	123 Golem ♥♥♥	190	330	90	Seed of strength
	065 Liquid metal slime ♥	6	10050	10	Mini medal
	122 Muddy hand	93	110	35	Chimaera wing
	129 Necromancer	132	325	90	Prayer ring
	119 Pink elephant	150	264	70	Seed of life
	131 Red-hot poker	115	270	63	Iron cuirass
	126 Revaulting horse ♥♥	130	270	75	Magic water

The Faerie Palace is hidden on the continent of Azimuthias, where you found the Stairway to Zenithia. You might recall a large lake to the north of the tower; that is the place where the Faerie Palace is hidden.



Zoom back to the Knick-knackatory and use your flying carpet. Fly toward the lake and walk up to its edge. This takes you to a smaller area where you can explore. A tiny dock is the only hint that there is any civilization here. Use the moored raft to ride north, but stop when you bump into a lily pad. Use the faerie horn here!

The Faerie Palace is revealed in all its glory. Enter the palace and look around. You can't do any shopping here, sadly, but there is a treasure downstairs with two good items. Talk to Queen Caramel. You won't need to explain your situation this time, because Treacle already let the Queen know what's going on.

The Queen is happy to help. She tells you to go upstairs and use a magical painting. This painting can take people elsewhere. Go past the guard in the northwest, climb the steps, and make sure that your hero has the gold bauble in his inventory. Use the picture and see where it takes you.

Talk to everyone in the town (the plot progresses once you talk to about a dozen people). Go to the inn, to the house in the northeast, and to the church last of all. Don't worry about talking even to people you know; you won't hurt anything.



Your primary goal is to speak with the boy in purple. He'll be standing near the church after you've spent enough time talking to others. Ask him to show you something, then make a switch on him. He'll be grateful later on! Leave the town by its southern gate. This returns you to the Faerie Palace.

CASTLE

Recommended Hero Level: 30



Raising Zenithia

OBJECTIVES

- 1 Travel to Zenithia and use the stairs behind the throne again.
- 2 Talk to Dr. Agon and give him the gold orb.
- 3 Search the newly raised Zenithia, loot the castle, and talk to its surviving residents (optional).
- 4 Use the star-shaped panel beneath the throne room to fly Zenithia all over the world.

ITEM LIST

- T 'n' T ticket [in the residential part of Zenithia, inside a dresser]
- Mini medal [in the residential part of Zenithia, inside a dresser]
- Yggdrasil sapling [talk to the woman in the residential area]
- Yggdrasil dew [use the fountain in the residential area]
- Grappling hook [go through the fireplace in the residential area and loot the dresser beyond there]
- Book "Heavenly Stars" [in the Zenithia Library]
- A Worn Book [in the Zenithia Library]

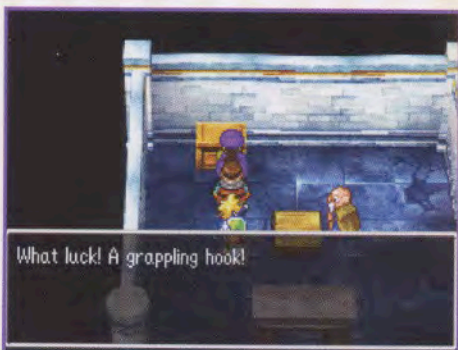


You are triumphant. Zoom to Zenithia and bring the gold orb to Dr. Agon. He's still in the basement, standing beside the pedestal where the gold orb used to rest. The doctor understands how the gold orb functions, and he restores the castle's flight systems almost immediately.



Zenithia is now under your control.

You can fly the castle wherever in the world you need to go. It's quite a rush to be able to fly around in an entire city! Search the library and the residential quarters of Zenithia for some extra loot and information. A man in the library has something very interesting to say. It leaves you with a serious question, but there aren't any answers yet.



Another important act is to get the grappling hook. Look for a fireplace in the residential area; it's in the same room with the couple and some additional treasure. Walk inside the fireplace to discover a hidden room. An old man is inside, and he offers you the only item he has. Search the room and take the **grappling hook**.

When you're done, fly the castle to either the far north or the southwest. The Sealed Cave is on the western side of Boreas, surrounded by mountains and woods. It is an optional dungeon that is quite challenging. It's also a great place to gain experience, money, and a special suit of armor (the **Pallium Regale**).



The island at the southwestern end of the map has a tower on it. That is your next major destination. Land Zenithia in the western desert and walk east to enter the tower.

Controlling Zenithia

Look for a star-shaped panel in the basement of Zenithia. This is the control point for the city's flight systems. Your party is responsible for saving the city, so everyone seems quite content to let you decide what's done with it.

Stand in the panel at any time and interact with the system to start flying around. Zenithia can only land on large, open sections of terrain. Plains and deserts are your only options. This is a great time to explore the rest of the world. Nothing is too far out of your way now.





The Mantleplace

(Optional)



OBJECTIVES

- 1 Use the ultimate key to enter the cave and read the inscription on the first block.
- 2 Descend to B4, raise your party's levels, and read the second inscription (optional).
- 3 Cover all of the monster panels, then search the altar on B4 (receive the Pallium Regale).

ITEM LIST

- Elfin charm [B3, south side]
- Mini medal [B3, south side]
- Hela hammer [B4, southeast side]

WILDERNESS FLORA AND FAUNA

	NAME	HP	EXP	GOLD	ITEM DROP
	142 Dragon zombie	240	450	55	Medicinal herb
	149 Orobas	171	410	98	Leather hat
	140 Silvapithecus	140	403	100	Medicinal herb
	147 Snake ch-arm-er	131	370	82	Medicinal herb
	150 Snowbird ♥♥	150	445	90	Medicinal herb
	148 Thwarthog	155	393	109	Medicinal herb

LOCAL FLORA AND FAUNA

	NAME	HP	EXP	GOLD	ITEM DROP
	161 Archdemon ♥	305	927	85	Rockbomb shard
	157 Beastmaster ♥♥♥	180	400	110	Devil armour
	120 Drag-goona	130	245	63	Paxa punch
	158 Fire-eater	130	370	80	Moonwort bulb
	125 Firebird	95	238	63	Somatic staff
	133 Gargoyle	123	290	85	Serpent sword
	123 Golem ♥♥♥	190	330	90	Seed of strength
	135 Hades' helm ♥	115	294	95	Hades' helm

LOCAL FLORA AND FAUNA

	NAME	HP	EXP	GOLD	ITEM DROP
	137 Hyperpyrexion	135	401	110	Faerie foil
	159 Ice-breaker	150	310	74	Fire claw
	065 Liquid metal slime ♥	6	10050	10	Mini medal
	160 Luneyetic	300	380	82	Thinking cap
	124 Mandrake major	127	215	65	Saw blade
	122 Muddy hand	93	110	35	Chimaera wing
	149 Orobas	171	410	98	Yggdrasil leaf
	140 Silvapithecus	140	403	100	Elfin elixir
	128 Stenchurion	167	282	40	Blood mail
	138 Terrorceratops	135	376	95	Seed of resilience
	134 Warhog ♥♥	143	335	90	Battleaxe

The Mantleplace can be beaten anytime after you receive the ultimate key (for defeating Bjorn, back near Mostroferrato).

The dungeon itself is found up north, on the continent of Boreas. Save your game and rest well before approaching the cave; this is one of the tougher dungeons in the game, and it's easy to get slapped down if your luck turns sour.

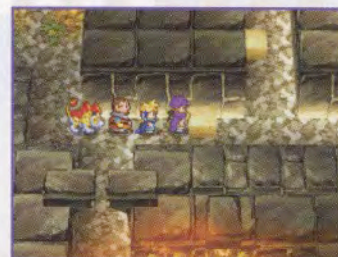


The Mantleplace itself has only four levels. It's a short dungeon, though it takes longer than you might expect. There aren't any random encounters on the first floor, at least not initially.

Look in the first (and only) room on that level. There is a block on the floor and a large stone table that bears an inscription. The inscription explains why there aren't any monsters here. It's implied that the block is holding something back.

Sure enough, monsters can attack your party if you move the block off its resting place. Push the block back into position unless you need to do some immediate fighting for levels or money.

All four levels of the cave have similar blocks, but the other floors aren't safe. The blocks are in various positions around each floor and your party has to push the blocks over to the monster squares to stop the random encounters. Do this as you descend. Pushing all of the dungeon's blocks onto their seats gets you a special reward, and it is very good.



The Elfin Charm

Don't pass any of the treasure chests. There aren't many items in the Mantleplace, and each is useful to take with you. The best item you get before the end is the elfin charm. Equip it on one of your healers as soon as you obtain it; the Boy is a good choice.

The charm doesn't take up an armor slot because it's an accessory. This item protects against a number of status effects (i.e., Sleep, Confusion, Instant Death, and spells that seal away your magic).

The bottom floor has four monster squares instead of just one. It takes much longer to seal away this floor. You might run out of MP and be forced to use Evac if you get caught up in too many dangerous fights. This is ok; the amount of money and experience you get from this area is incredible, and a second run through the dungeon would be a good thing for most parties.

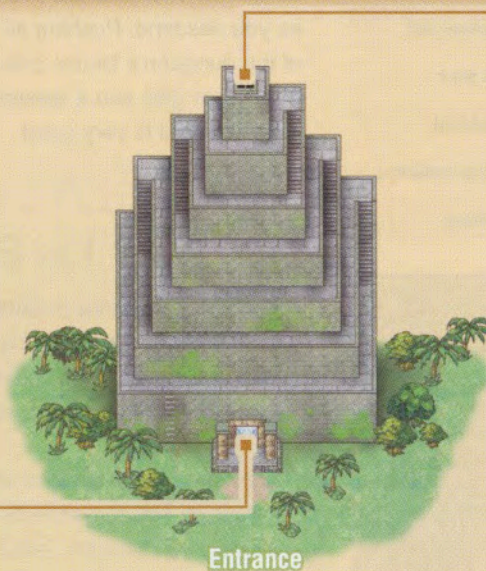


That said, you can swing the odds in your favor by coming into the Mantleplace with two or even three healers. There are long fights here, and a number of enemies use group-damage spells. The more healers you have, the merrier you'll be!

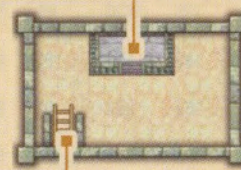
When you are finished, look on top of the altar on B4. All floors must be sealed away for this to work. Take the cloak that appears and equip it on your hero. Use Evac to leave the dungeon and continue on your primary quest with even more style.



Talon Tower



Entrance



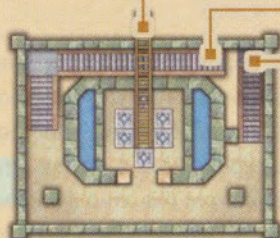
F7



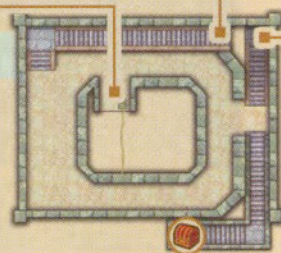
F6



F5

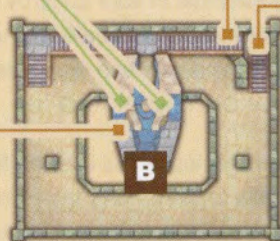


F4



F3

Place Eyes
Here



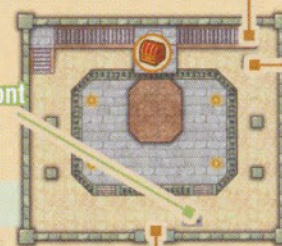
F2



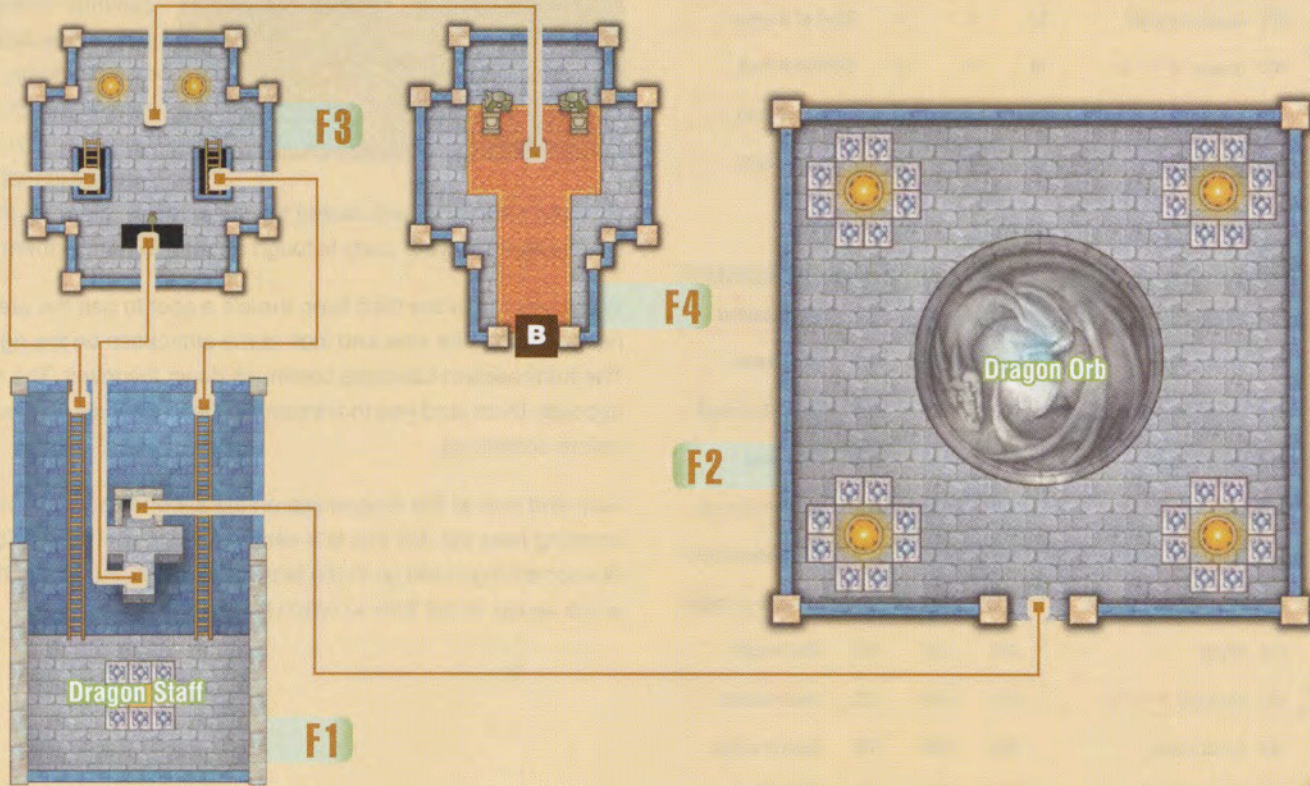
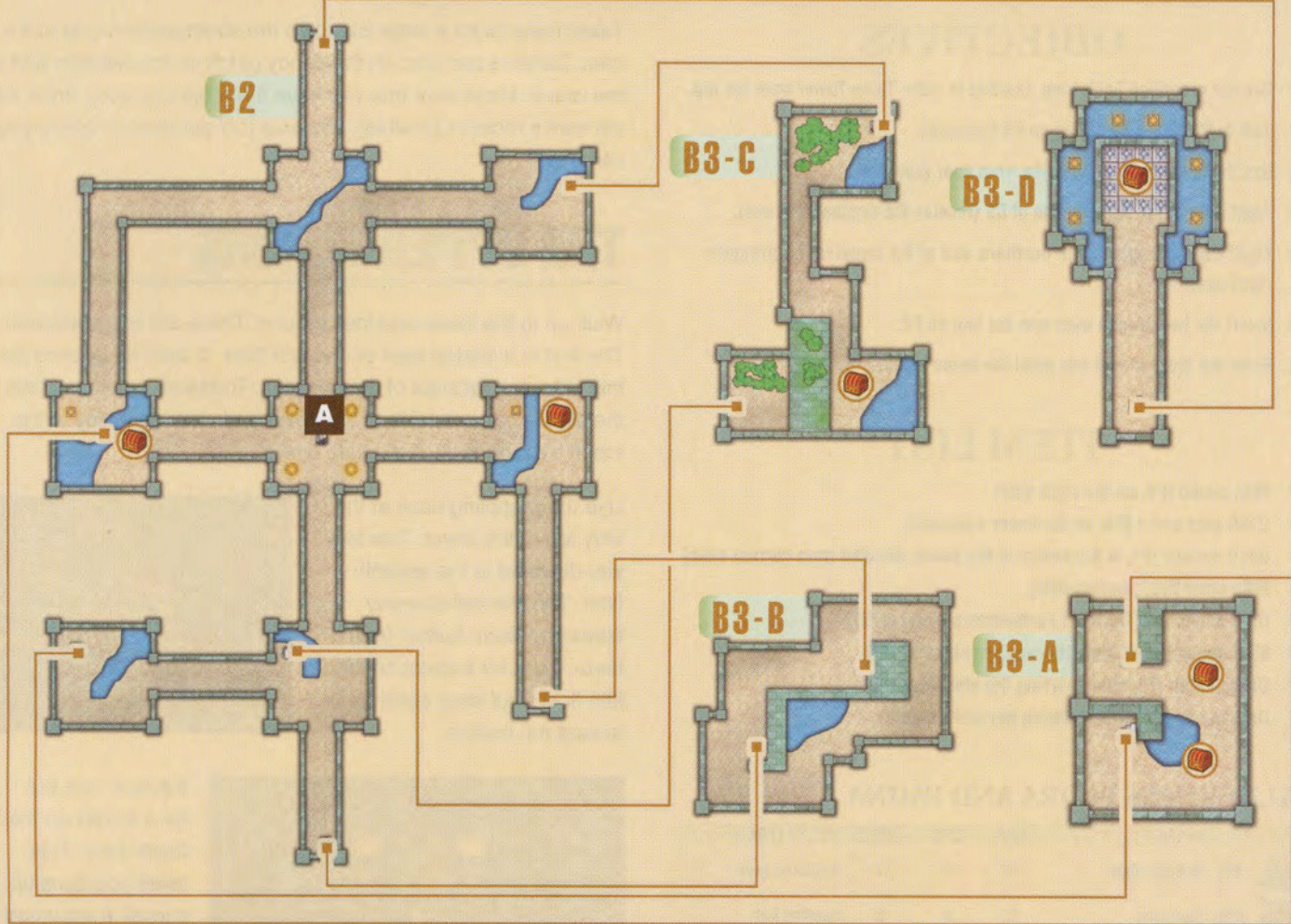
B1



Unlock Front
Door



F1



OBJECTIVES

- 1 Use the grappling hook from Zenithia to enter Talon Tower from the top.
- 2 Talk to the dying Zenithian on F5 (optional).
- 3 Use the lever on F1 to open the front door (optional).
- 4 Fight Slon at the eastern side of B2 (receive the dragon's left eye).
- 5 Fight Bishop Ladja at the northern end of B3 (receive the dragon's right eye).
- 6 Insert the two dragon eyes into the idol on F2.
- 7 Enter the idol's mouth and steal the items inside.

ITEM LIST

- Mini medal [F5, on the right side]
- 2700 gold coins [F3, on the lower staircase]
- Devil armour [F1, at the center of the stairs, blocked from normal view]
- Elfin elixir [B2, western side]
- Dark shield [B3, from the northeastern steps on B2]
- Mini medal [B3-A, from the western steps on B2]
- Dragon staff [F1, after entering the idol's mouth]
- Dragon orb [F2, after entering the idol's mouth]

Talon Tower is on a large island on the southwestern side of the map. Zenithia can land on the sandy patch on the western end of the island. Make sure that you have the grappling hook (from the old man's room in Zenithia), because this dungeon is where you can use it!

THE UPPER FLOORS

Walk up to the tower and look around. There are two entrances. The first is a sealed door on the first floor. It can't be opened from this side, so that's out of the question. To reach the other, climb the stairs on the outside of the tower and work your way to the top. It's a long walk, but a safe one.

Use the grappling hook at the very top of the tower. This lets you descend to the seventh floor. The internal stairway takes you down farther from there. Look for a chest on the fifth floor, and keep circling toward the bottom.



WILDERNESS FLORA AND FAUNA

	NAME	HP	EXP	GOLD	ITEM DROP
	010 Bubble slime	15	6	7	Antidotal herb
	006 Bunicorn	12	4	3	Leather hat
	007 Combatterpillar	15	4	4	Seed of wisdom
	004 Dracky ♥♥♥	10	4	3	Medicinal herb
	011 Fat rat ♥♥♥	18	4	8	Medicinal herb
	005 Hammerhood	18	6	3	Medicinal herb

LOCAL FLORA AND FAUNA

	NAME	HP	EXP	GOLD	ITEM DROP
	153 Balhib	280	130	1023	Hela hammer
	N/A Bishop ladja	3800	12000	900	Mini medal
	151 Black dragon	200	630	125	Seed of strength
	143 Bomboulder ♥	220	402	70	Diamond
	123 Golem ♥♥♥	190	330	90	Seed of strength
	156 Mandrake marshal ♥♥	175	490	98	Steel broadsword
	154 Metal dragon	172	610	93	Metal king armour
	078 Mimic	400	210	110	Mini medal
	146 Moosifer ♥♥♥	180	410	120	Devil armour
	145 Quadrahead	109	390	112	Seed of magic
	140 Silvapithecus	140	403	100	Elfin elixir
	N/A Slon the rook	2400	3500	650	Mini medal
	148 Thwarthog	155	393	109	Chain mail



Keep an eye out for a ladder on the fourth floor. This takes you back up a level. A wounded Zenithian is there, lying prone and close to death. You can't do anything to save him. Still, he warns you that two

powerful monsters have seized the lower levels. Don't let this discourage you; your party is tough enough to handle them.

When you reach the third floor, there's a spot to use the grappling hook. Skip this for now and look at the staircases on the right. The northeastern staircase continues down the tower. The stairs opposite them lead you to a treasure chest. Be sure to open it before continuing.

Stop and look at the dragon idol on the second floor. You can't do anything here yet, but this is a very important spot later. It looks like something could go in the two eye sockets. Jump into the pit at the center of the floor to reach the bottom.

THE LOWER LEVELS

Climb back up the stairs on the first floor and search for a chest at the halfway point. The lower portion of the idol prevents you from easily seeing what you are doing, but the chest is there, so keep poking around.

After getting the treasure, pull the lever along the southern wall. This opens the front door permanently. Your party can leave, rest, save, and return with impunity, and that's a big help because you haven't really done even half of what this dungeon requires.



Use the stairs in the northeast to descend, then go down another flight in the small basement level beyond. B2 is where most of the action is. You can go in any of the cardinal directions, and there is treasure to be found wherever you look.



Use the stairs in the southwest to get two treasure chests (one of them is a mimic; remember to use Drain Magic if possible). Return to B2 and use the stairs in the far south. This route eventually takes you to the eastern portion of B2, where a boss is waiting to fight you. Rest now, and glower at the monster. You know this beast, and it's time to give him some payback.

SLON THE ROOK



HP 2400

ATK 300

MP 0

DEF 135

EXP 3500

AGI 80

GOLD 650

Slon doesn't have what it takes to withstand an assault from your entire party. Use Kabuff with the Boy and have the Girl spend the first two or three rounds casting Oomph on your major damage dealers. Don't use Sap/Kasap against Slon, because it's ineffective.



After that, turn on your team's damage and watch Slon melt. He can't take anyone out in one turn, and his attacks are predictable. A single healer won't even break a sweat keeping the party going while everyone else hits him.

When the battle is done, take the dragon's left eye from the chest Slon was guarding. Heal your party and continue.

Again, return to the center of B2. Use the stairs in the northeast for another chest of random treasure, then turn your attention to the western corridor. Get the chest on the way, and pass the stairway by going down and then right back up. Go north from the other side of the stairs. The route is simple after that, and another boss is waiting for you!



BISHOP LADJA

HP 3800

ATK 285

MP Infinite

DEF 260

EXP 12000

AGI 90

GOLD 900

Bishop Ladja offers a much more invigorating battle than Slon. Heal everyone in your group to full health before approaching Ladja, and consider

casting Evac to get some rest first as well. If you have opened the door on F1, you can quickly return back to this area, so some rest may be a good idea and it probably wouldn't hurt to save your game.

When the time comes, make your first two rounds of combat count. Have the Boy cast Insulate and Kabuff and have the Girl lead off with two rounds of Kasap. Leave your hero on physical attacks and let your fourth character do some healing to keep the group going.

Switch the Girl over to Oomph once the Kasaps stick. Have her Oomph your hero first, then the Boy, and finally consider the fourth character if he/she can cause decent melee damage. The Girl can finish the fight with direct spell damage.



Ladja has enough health to last for quite a few rounds, but the mix of Kasaps and Oomphs shorten the encounter by a huge margin. This reduces the toll on your healers! Keep people well above the 100-HP mark; Ladja sometimes attacks twice in a round, so it's possible to have some characters lose over 150 HP at a time. Fullheals are the best choice.

Beyond these tips, the fight is fairly straightforward. Hammer away and watch this fiend melt. It's still better than he deserves! Take the second dragon eye from the guarded chest and start heading back upstairs to get them in the idol.

With both dragon eyes in your inventory, climb back up to F3. Use the grappling hook to lower your party onto the dragon idol's head (attach the hook on the northwest side of the room). Carefully shimmy to the eye slots and examine them to place the dragon eyes into position. This causes the idol's mouth to open.



Drop off the edge of the idol and climb up to F2. Enter the dragon idol and get both of the treasures that are stored within: the **dragon staff** and the **dragon orb**. The dragon staff is a very powerful weapon. Have your hero equip it, then give your existing weapon to one of your monsters. The dragon orb should be taken back to Zenithia. Dr. Agon would love to see it.

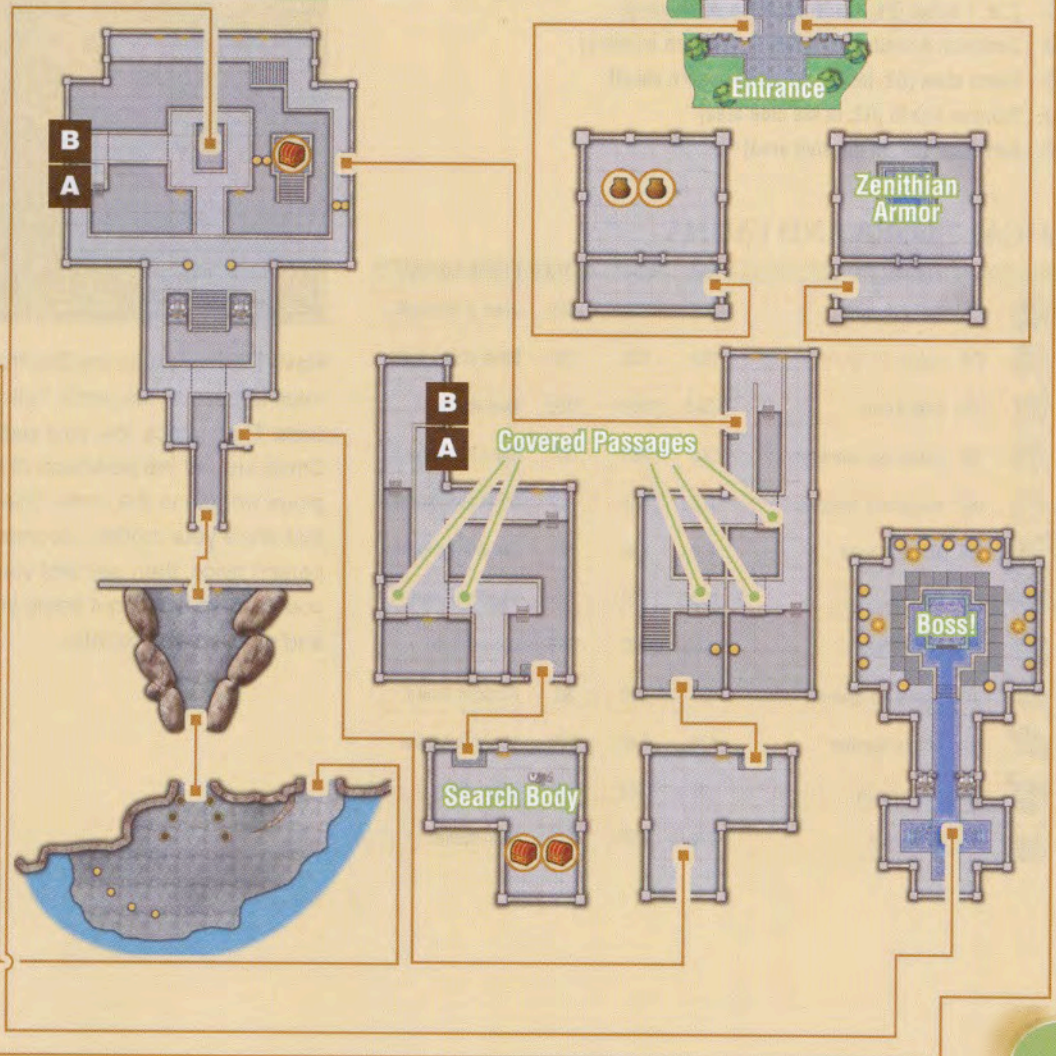
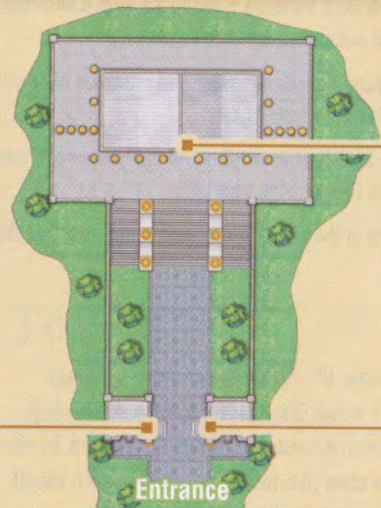
IN ZENITHIA

Zoom to Zenithia and meet Dr. Agon in the throne room. He's being questioned by two Zenithians. You are given a question of trust, but consider how much Agon has helped your group and Zenithia as well. Maybe this is a time to show good faith. Let Dr. Agon see the dragon orb.



A good scene follows, and you are given the **Zenithian Tintinnabulum**. This item lets you summon a flying creature to assist in reaching the next dungeon. After resting and completing your shopping, call on this mount and fly to the center of the world. A floating castle hovers over the continent of Azimuthias. You can now reach the greatest of heights; have your mount take you there.

Crocodilopolis "The Great Temple on the Mountain"



OBJECTIVES

- 1 Enter the Crocodilopolis using your flying mount.
- 2 Search the small eastern building and steal the Zenithian Armour.
- 3 Enter the temple and dispatch the two guards in front.
- 4 Circle around the area and talk to Mada.
- 5 Engage and kill Queen Ferz.
- 6 Uncover a hidden staircase in the Queen's area and descend into the lower temple.
- 7 Search for a treasure room in B2 with a skeleton; examine the skeleton to find out someone's fate (optional).
- 8 Find King Korol's chamber and interrupt his meditation...with death! (receive the Circle of Life).
- 9 Make sure that your hero and the twins each have one of the special circles (Water, Fire, and Life).
- 10 Return to the top of the temple, where you fought Queen Ferz.

ITEM LIST

- Serf wear [F1, inside the western building]
- T 'n' T ticket [F1, inside the western building]
- Zenithian Armour [F1, inside the eastern building]
- Cobra claw [B2, inside the northeastern chest]
- Ruinous shield [B2, in the side area]
- Serf wear [B2, in the side area]

LOCAL FLORA AND FAUNA

	NAME	HP	EXP	GOLD	ITEM DROP
	151 Black dragon	200	630	125	Seed of strength
	123 Golem ♥♥♥	190	330	90	Seed of strength
	N/A King Korol	4200	21000	1000	Mini medal
	139 Mandrake marauder	123	380	81	Steel broadsword
	156 Mandrake marshal ♥♥	175	490	98	Steel broadsword
	154 Metal dragon	172	610	93	Metal king armour
	149 Orobas	171	410	98	Yggdrasil leaf
	N/A Queen ferz	3500	8500	800	Oaken club
	147 Snake ch-arm-er	131	370	82	Serpent sword
	164 Snake handler	170	640	110	Legerdemantle
	162 Souls spawn	155	551	53	Elfin elixir
	155 Wrecktor	179	550	117	Mini medal

Before doing too much with the Great Temple, take a look at your party configuration. It's very useful to have at least two characters who can cast Multiheal. The Boy is one of them, but try to have a monster that can cast it too (e.g., orc kings or beastmasters). The final fight of this dungeon is demanding, and you won't want to be light on healers for that. The second group healer can stay in the wagon for now.

THE UPPER TEMPLE



And here we go! Fly your new mount to the Great Temple and look in the first two rooms. There are small buildings flanking the area where you land. The one on the left has a couple minor items, but the one on the right has the **Zenithian Armour!** Talk to the lonely guard in front of the armour, then "convince" him to let you have it. You shouldn't have any problems.

Have the Boy equip the Zenithian Armour, then move into the main temple, to the north. Talk to the two guards inside the door. They attack, but your party can easily dispose of them. Circle around the perimeter of the temple gathering and talk to a pious woman to the north. She says that her name is Mada and that she's your mother. Sounds unlikely, doesn't it? Refuse this person twice, then say that you defy the King. Finally, tell her that you suspect her of not being your mother. This begins an easy and enjoyable encounter.



QUEEN FERZ

HP 3500

ATK 300

MP Infinite

DEF 180

EXP 8500

AGI 55

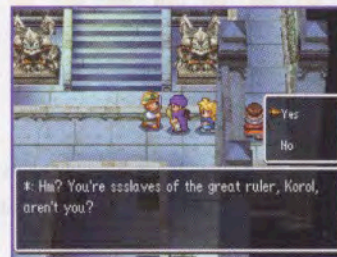
GOLD 800

Queen Ferz is very powerful outside of combat; she controls the minds of many slaves. However, your party is able to resist her control, and that makes you a major threat. Ferz doesn't have that much HP compared to some bosses you have already faced. She relies on weak attacks, and she can't attack multiple times per round. In other words, she's toast as long as you take the same precautions that you normally do during boss fights.

Spend the first two rounds getting ready. Let the Boy use Insulate and Kabuff while the Girl casts two Kasaps. Afterward, she should Oomph the rest of the party while the others turn to damage. It's not hard to lay down 400-500 points of damage in a turn against the Queen.



Heal your party before continuing into the Great Temple. Look for a set of hidden stairs near the spot that Queen Ferz was standing (it's in the center of a dark floor pattern with one bright tile). Go down into the lower reaches of the building.



GOING DOWN

You start seeing more fights now. The monsters in the Great Temple aren't soft, but your party has been getting some amazing equipment lately. Focus fire on single targets to bring these tough individual enemies down quickly. Heal after battle with characters who don't have Multiheal (this saves MP for the final boss).

The path is quite linear until you go through the door to reach B2 of the Great Temple. This floor is quite large, and it's easy to get confused until you've completed the journey. Stay calm and take a long look at the map. Plan your route out ahead of time to keep from getting disoriented.

Your first goal is the staircase in the southeast. Climb up the main stairs in the north and wrap back around to the south once you're on the walkway. Simple enough!



Leave the small room where you arrived and walk to the northern exit of the next chamber. This requires your group to pass underneath several walkways. It's visually difficult to use the default camera angle for this, so you should tilt your perspective. The good news is that there aren't any side passages here to distract you.

The northern exit spits you back into the central chamber. Walk down a set of steps and open the chest beneath your party. This chest has the **cobra claw**, a fine weapon for some of your more bestial monsters.

Go west, slip under another walkway, and climb the ladder that leads to another side chamber. You are close to the end boss now, but there is a detour to make. Climb down a nearby ladder and use the exit in the southeast. You don't get too much loot from the small treasury down there, but it's nice to be thorough. You should also search the skeleton in the treasury while you're there.



Go back to the side chamber and move under the walkways. Get your party to the exit at the top of the room. Come back into the main chamber from there and walk over to the staircase down. A wandering guard patrols the ledge, but he won't attack unless you provoke him. He's been hearing monster screams and seeing body parts fly past him for ten minutes; why would he try to attack your party?

Heal on the lower level and approach King Korol. He's one of the toughest creatures in the world, and you're about to break him in half!



KING KOROL

King Korol loves to cast Bounce and his resistance to Sap is so high that it's barely worth casting even when Bounce isn't active.

Still, the setup for the fight is very important. Have the Boy cast Insulate right away, and let the Girl Oomph everyone she can. The Boy can take over Multiheal duties while your hero and your best monster try to do as much damage as possible.



Korol doesn't try melee attacks very often, but Kabuff is still a good idea. If Korol attacks at all, he'll do a surprising amount of melee damage, necessitating a Fullheal afterward. Kabuff ensures that you won't have to rez the poor victim instead!

More often, Korol relies on his area-of-effect spells. Kaboom is what you'll see the most and fear as well. That's why it's best that you bring at least two Multihealers along. Don't put them both in the party at the same time; you can switch characters in and out of your battle party every round. Use one Multiheal character until that person's MP is almost exhausted. Then, switch in the other healer.

Another fun trick is to replace the Girl in the lineup as soon as her Oomph work is done. Bring in a damage dealer until everyone loses their Oomph, then have the Girl come back and start the process again.

Disruptive Wave is the reason you need to restore spells in this fight. King Korol has the ability to strip everyone's spells off. He won't cast this very often, but it's a pain. Get your Insulate and Kabuff back up, and have your Daughter re-Oomph everyone.



If you really start to run low on resources and don't have magic water to restore yourself, try to put your monsters into the party in place of tired and wounded

characters. This gives you even more time before King Korol kills everyone off.

The King had the Circle of Life. This is the last item you need to open the way to the demonic world of Nadiria. Climb back to the top of the Great Temple and see what happens with your wife. The party returns to Gotha afterward and celebrates their victory. Talk to Prince Albert and your family, then visit Patty the Party Planner and collect your kids again. Head outside, line up your full party, and Zoom to Lofly Peak. Sail north from there and enter the Estuary Sanctuary.

Sailing Through the Estuary Sanctuary One More Time

OBJECTIVES

- 1 Sail to the northwestern portion of the cave.
- 2 Disembark and use the three special circles in front of the Zenithian statues.
- 3 Step through the portal that appears and enter Nadiria (receive the sage's stone).



Double check to make sure you have the Circle of Fire, Circle of Water, and Circle of Life in your characters' inventories or in your bag. Bring the Circles to the Estuary Sanctuary and sail along its western edge until you find dry land. Dock the ship there and disembark.

Walk through the door to the north; it requires that you have the ultimate key. If you don't have it yet, look back in this chapter and read the section "Legacy of the Briscolettis."



Approach the statues in the next area and use each Circle while standing in front of a statue. When all three Circles are used, a portal opens to Nadiria. Walk through the portal and exit the shrine on the other side. You receive a gift from an important ally.

The Sage's Stone

Have the Girl hold onto the sage's stone. This item is used in combat to heal your entire party for a fair amount of damage. It's completely reusable, free of cost, and comes in handy during boss fights and dungeon runs. Use it as much as you want!

Precaria



OBJECTIVES

- 1 Talk to the monster on the mill catwalk; say that you have regrets about some things in your life (receive the Book "Annalum Retentium").
- 2 Use the exit along the mill catwalk to find another Merry Man (receive Stolos' staff).
- 3 Rest, shop, save, and raise your party's levels in this area as long as you like (optional).

ITEM LIST

- Mini medal [inside a barrel at the north end of town]
- T 'n' T ticket [inside a barrel, down by the bar]
- T 'n' T ticket [inside a pot, on the southern wall of the mill]
- Seed of resilience [inside a pot, on the southern wall of the mill]
- Elfin elixir [inside a pot, on the eastern wall of the mill]
- Hand-written note [bookcase at the inn]

ITEM SHOP

	NAME	COST
	Musk	80
	Rockbomb shard	450
	Elfin charm	3000
	Hermes' hat	5000

WILDERNESS FLORA AND FAUNA

	NAME	HP	EXP	GOLD	ITEM DROP
	153 Balhib	280	130	1023	Hela hammer
	123 Golem ♥♥♥	190	330	90	Seed of strength
	163 Great dragon ♥	250	810	158	Rebirth stone
	165 Killing machine ♥	179	633	74	Spiked armour
	154 Metal dragon	172	610	93	Metal king armour
	166 Pazuzu	177	610	112	Kamikaze bracer
	150 Snowbird ♥♥♥	150	445	90	Hermes' hat

WEAPON SHOP

NAME	COST
Dragonsbane	15000
Blizzard blade	21000
Demon spear	25000
Great bow	37000
Staff of resurrection	45000
Flametang boomerang	13000

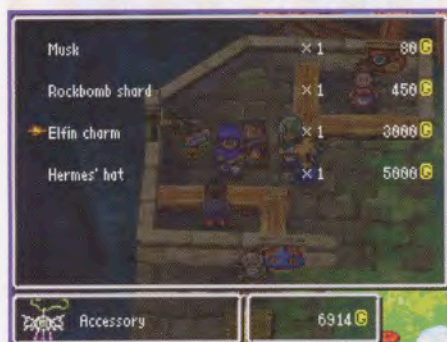
ARMOUR SHOP

NAME	COST
Flame armour	15000
Angel leotard	21000
Mirror armour	30000
Power shield	25000
Silver shield	33000
Great helm	20000

Precaria is on the eastern end of Nadiria. It's a town raised high into the mountains, and few creatures can access it without taking great risks. A lonely ladder extends from the ground to the town, meaning that unwanted visitors don't last very long.



But your party is welcome here. Nurturing waters keep the monsters of the area from becoming even more monstrous, and some of them can even turn into humans. They're good folks, on the whole, and this place functions as your base of operations for the final assault.



Look at the shopping you can do here. It's impressive, though costly. If you want to build a few levels in the area, you can get enough money for a few purchases. That's not the worst thing in the world, especially if your party is still in the low 30s.

The watermill at the back of town has a few items. Search the lower floor thoroughly for pots to break, then climb to the upper catwalk. Talk to the moosifer there and let him know that you too have regrets about your life. In sympathy, the monster gives you a book titled "Annalum Retentium."



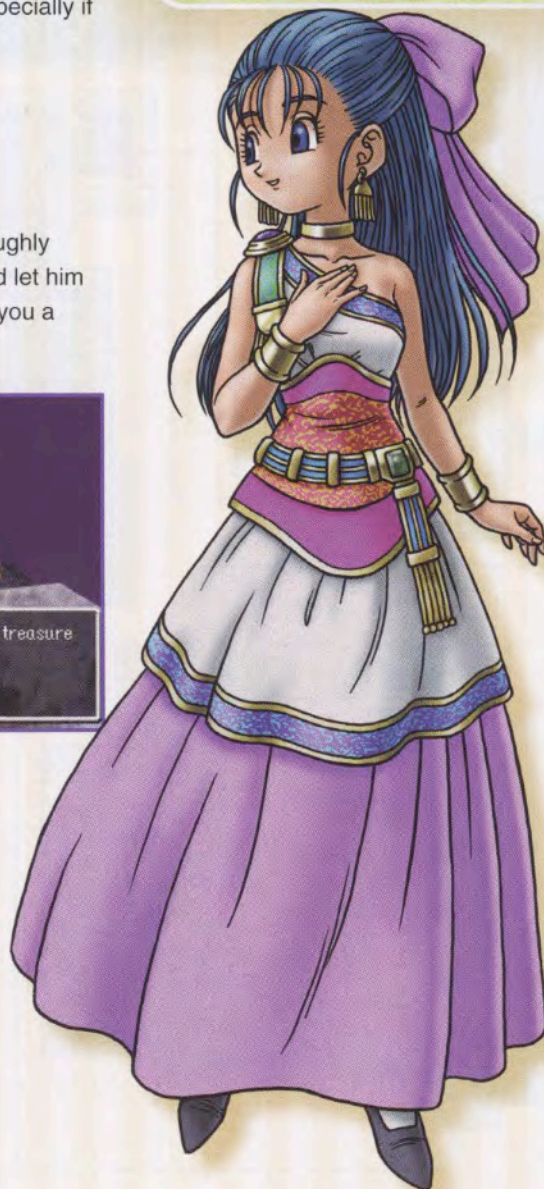
Before climbing back down, look for a door on the catwalk. Go outside and confront the last of the merry men. He's guarding a chest with **Stolos' staff**. Defeat the nasty fellow and take the item. Use the weapon to relieve paralysis and petrification from characters.

Don't stray far from Precaria until you're comfortable in Nadiria. When that time comes, head south of town and take the path through the hills and along the shore. Follow the path north and lay siege to Nimzo's final refuge.

Everyone Needs More Elfin Charms

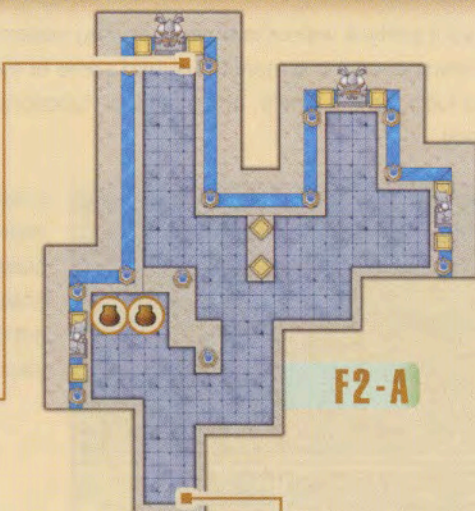
These accessories cost very little, and they're one of the best things you can buy here. They don't get in the way of your other equipment, and they protect your characters from attacks that can otherwise be devastating.

There is a boss fight coming up where the enemy uses area-of-effect paralysis all the time. Get enough elfin charms and you won't have to worry even a little. It doesn't even cost much money, so if you're short on cash now, just head outside town and fight random encounters for ten minutes.



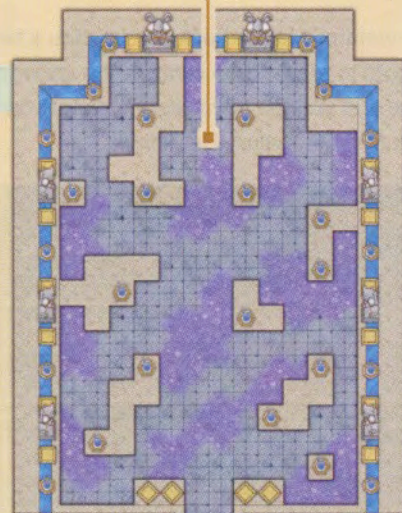


Mount Zugzwang



F2-A

F1



Entrance

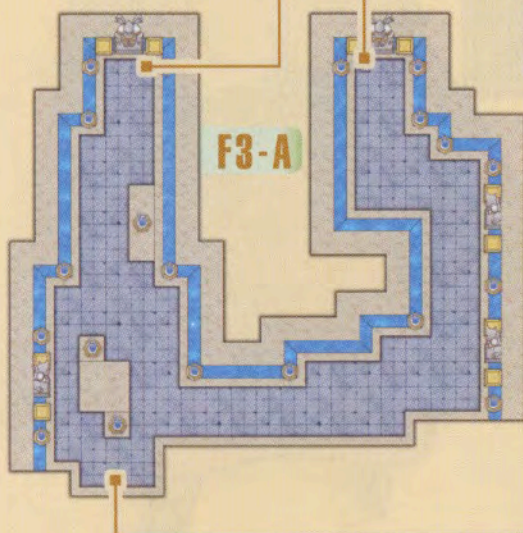
F4-A



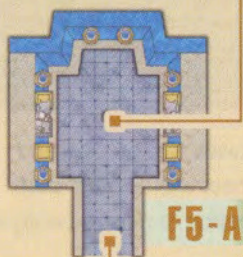
F4-B



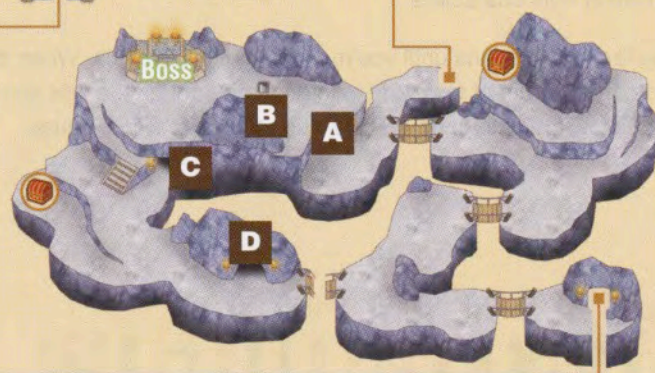
F3-A



F5-A



F4-C



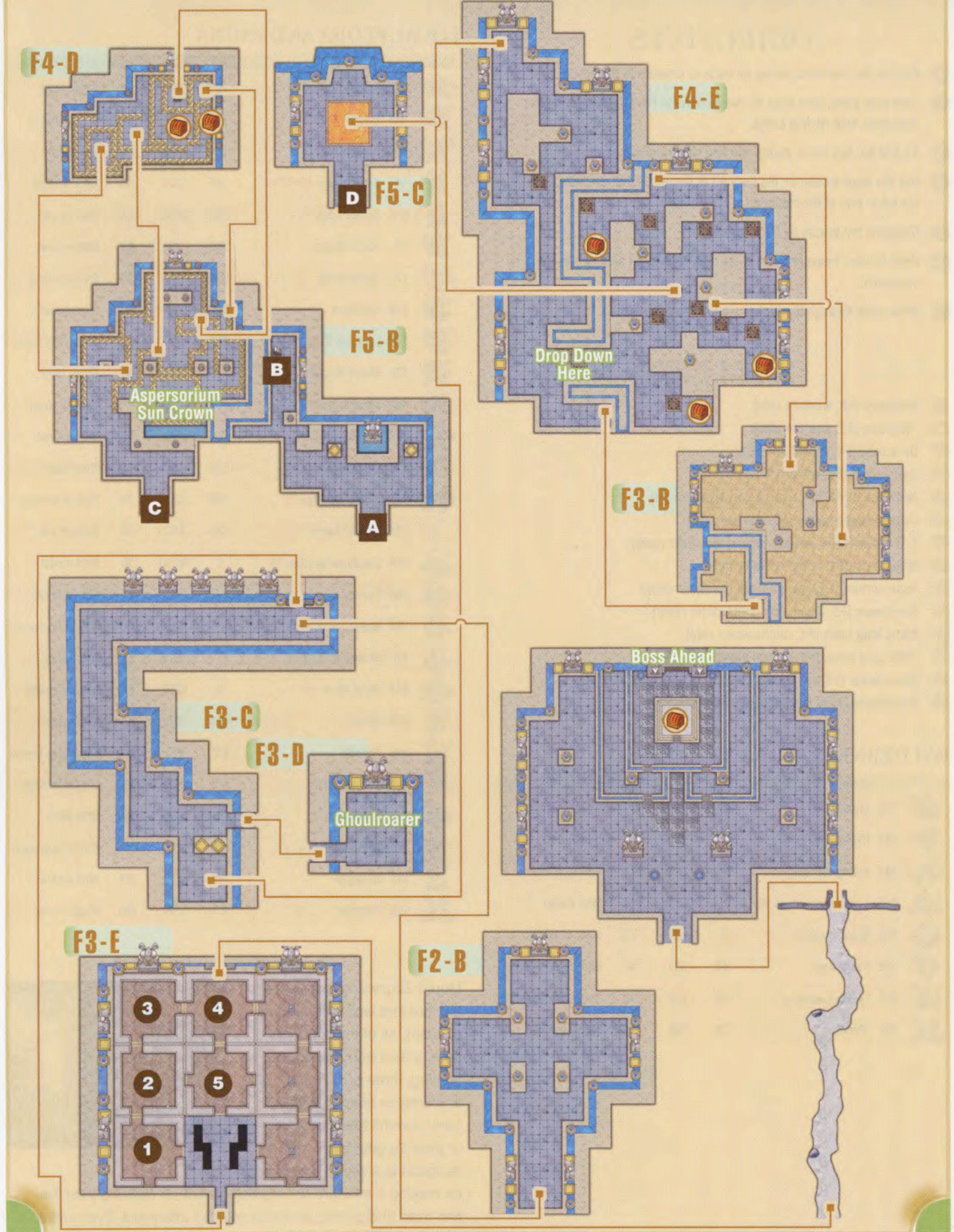
Boss

B

A

C

D



OBJECTIVES

- 1 Ascend the mountain, taking all sorts of treasure in the process.
- 2 Heal your party, then fight the two guards on F5; this triggers a boss encounter with Bishop Ladja.
- 3 Go into the two slider rooms and find the aspersorium.
- 4 Use the aspersorium on the fiery pit at the end of F5, and start back down the other side of the mountain.
- 5 Complete the puzzle on F3 to proceed.
- 6 Open the last treasure chest at the north end of F3 and survive the brief encounter.
- 7 Walk north through the broken wall and engage Nimzo.

ITEM LIST

- Frighturn [F2, western side]
- Frighturn [F2, western side]
- Dark robe [F4, sealed off room]
- Ogre shield [F5, eastern side]
- Mini medal [F4, in a room below northern F5]
- Double-edged sword [F5, western side]
- T 'n' T ticket [F4, eastern side of the slider room]
- Mini medal [F4, in the slider room]
- Aspersorium [F5, lower side of the slider room]
- Sun crown [F5, lower side of the slider room]
- Metal king helm [F4, southeastern side]
- 3300 gold coins [F4, central chest]
- Ghoulroarer [F3, eastern side]
- Orichalcum fangs [last chest in the dungeon]

WILDERNESS FLORA AND FAUNA

	NAME	HP	EXP	GOLD	ITEM DROP
	170 Gigantes ♥ ♥	350	570	70	Seed of strength
	167 Hybird	180	575	90	Hermes' hat
	165 Killing machine ♥	179	633	74	Spiked armor
	065 Liquid metal slime ♥	6	10050	10	Mini medal
	043 Metal slime ♥	5	1350	75	Seed of agility
	162 Soulspawn	155	551	53	Elfin elixir
	152 Tyrannoceratops	161	470	80	Seed of resilience
	169 Wyrtoise	178	590	140	Magic water

LOCAL FLORA AND FAUNA

NAME	HP	EXP	GOLD	ITEM DROP
 107 Admirer	320	550	85	Mini medal
 153 Balhib	280	130	1023	Hela hammer
 178 Barbato ♥	480	1165	215	Hell sabre
 157 Beastmaster ♥ ♥ ♥	180	400	110	Devil armour
 N/A Bishop Ladja	4000	12000	900	Mini medal
 175 Doom slugger	150	510	63	Cobra claw
 172 Drakenstein	300	670	53	Poison needle
 093 Frighturn	500	250	158	Mini medal
 170 Gigantes ♥ ♥	350	570	70	Seed of strength
 176 Gloom slugger	160	570	57	Cobra claw
 163 Great dragon ♥	250	810	158	Rebirth stone
 167 Hybird	180	575	90	Hermes' hat
 168 Hyperanemon ♥	250	580	124	Dark shield
 165 Killing machine ♥	179	633	74	Spiked armour
 171 Lick-o'-flame	125	550	95	Seed of life
 065 Liquid metal slime ♥	6	10050	10	Mini medal
 160 Luneyetic	300	380	82	Thinking cap
 156 Mandrake marshal ♥ ♥	175	490	98	Steel broadsword
 144 Metal king slime	7	30010	15	Mini medal
 043 Metal Slime ♥	5	1350	75	Seed of agility
 078 Mimic	400	210	110	Mini medal
 166 Pazuzu	177	610	112	Kamikazee bracer
 164 Snake handler	170	640	110	Legerdemantle
 162 Soulspawn	155	551	53	Elfin elixir
 174 Wight king	250	777	5	Staff of antimagic
 155 Wrecktor	179	550	117	Mini medal
 169 Wyrtoise	178	590	140	Magic water

Mount Zugzwang is relatively big, but that isn't your primary concern. All of the difficulty here comes from the heavy fighting, three boss fights, and attrition factors. If your party doesn't have the levels or gear for getting through the dungeon in a single run, plan on making a treasure run instead. Shoot for clearing past the first boss and getting as far as you can afterward. Evac when you need rest, do a bit of shopping, and then hit Mount Zugzwang again.



This is a good idea for several reasons. One of them is that you get to eliminate a boss and recover without missing a beat. That gives you even more resources with which to fight the latter two encounters of the dungeon.

INTO THE BREACH

Go into the entrance of Mount Zugzwang and cast Safe Passage once you see the pools of purple poison that coat the first floor. Now you can walk safely up the middle without taking damage. The staircase is directly to the north.

There are two urns on the second floor, not far from where you come up. Only fight these if you want a chance for mini medals; both pots are actually frighturns, and they're tougher than mimics and can be quite tenacious.

The next staircase is in the passage to the upper left. Hurry through if you're trying to clear Mount Zugzwang in this pass. If not, take your time and let yourself plow through even more enemies. The experience here is quite good.

Use the Sage's Stone Religiously

Save your healers' MP by having your lowest-damage character use the sage's stone. This slows down fights if you do it every round, but enemies have a very hard time injuring your party.

The next floor is one big loop. There are two additional stairways: one in the southwest and the other in the northwest. Hit the first set of stairs (southwest) as soon as you come to them. This takes you to a walled-off area with a lone treasure chest. This chest contains a dark robe. With a name like that, you'd expect the **dark robe** to be cursed, but it isn't. In fact, the dark robe adds 55 points of defense and reduces damage taken from spells (essential if you want to have a softer character in your party during the final boss fights). See if anyone in your party can use the armor upgrade, then return to the third floor.



Use the last staircase (northwest) to reach the open portion of F4. The only corridor leads south. A small room to your side has a pot, but it's empty and not worth investigating unless you're having fun wandering around. The stairs in the southeast lead up to the fifth floor. Walk south, into a wide cavern on top of Mount Zugzwang.

A CONFRONTATION

There are several wonderful items in this cavern and in the caves that adjoin it. Examine the map carefully and proceed with care. Cross back and forth across the first two bridges and explore the hill in the northeast. Inside an unguarded chest is the **ogre shield**. Get this shield and equip it on one of your heavier characters. The ogre shield adds 48 to defence and reduces both fire and ice damage.



Climb down the hill and walk west. Cross another bridge and turn north onto some stairs; these take you to a tiny cave. You find a **mini medal** inside and nothing else.

The next cave of the west brings you inside, though it's a short trip. The hallway takes you back outdoors as soon as you reach the next staircase. Heal your party to full before walking west. Two guards protect an altar ahead, and starting trouble with them chains into a boss fight!



BISHOP LADJA

HP 4000

ATK 305

MP Infinite

DEF 245

EXP 12000

AGI 75

GOLD 900



You've beaten Ladja before, and this isn't much worse of a fight. The key here is to have Stolos' staff before you come into the battle, and to equip elfin charms on as many

characters as possible. Elfin charms prevent your characters from being paralyzed. The new and improved Ladja loves his Burning Breath, and that has a chance to paralyze everyone in the group. Make sure your character with Stolos' staff has an elfin charm so that he/she is always free to save anyone who has been paralyzed.

Elfin charms can be purchased in Precaria. If you have any difficulty in this encounter, buy more of them there. The fight really is simple once you have a full set. Insulate makes that even worse for him because his fire attacks do a pitiful amount of damage; you won't even need to heal on some rounds. One healer with Fullheal and a character using the sage's stone can get you through even the worst rounds.

If you don't have multiple elfin charms, put characters who have Tingle into your party and make sure they're equipped with anything that protects them from paralysis. They can cast Tingle to save other characters. This isn't optimal, but it should get you through in a pinch.

Watch the scene after Ladja's defeat. Dust yourself off and walk down the southern stairs. Search to the west for a **double-edged sword**. This is a cursed item, and you aren't likely to want it equipped. At most you should put the double-edged sword on a backup monster that can come into the party, do some damage, and then be shelved again for a few turns. The sage's stone heals monsters that are in your wagon, so it's useful to rotate wounded monsters out of your party anyway. This gives your party even more opportunities to save MP. Another cave is near the stairs. Go into that cave and look carefully at your maps. You have arrived at the next puzzle.



SLIDERS

The cave takes you to a smaller portion of the fifth floor. There are sliding blocks all over the place, so it's a bit tricky to figure out where you're going to go. To complicate this, there are treasure items on this floor and down on F4 as well. But now you'll learn where to go!

First, you should get the two pieces of loot on the lower floor. Walk north until you are surrounded by slider panels. Take the stairs down on the right side. On F4, step on the only slider block to your right that faces east. It puts you on a long open stretch. Walk almost all the way to the eastern wall and take the T 'n' T ticket out of its chest.



Then, use the sliders to the left of the chest. These get you to the **mini medal** chest. Walk north, through a north-facing slider, and use the staircase that goes back to the fifth floor.

Move east to get thrown away from the sliders that surround you. It's now safe to go to the bottom of the room. Avoid the sliders by walking in the open. Down by the water in the south is the slider you want. Take this west, and it bounces you out into the center of a treasure room. Take the **aspersorium** and **sun crown**, then work your way back out of the maze. Use the northern sliders, then the new ones to your west. You get forced down some steps; climb back up and move to the western steps. Climb down and immediately back up those as well, and then you're free!



Now that you have time to examine the sun crown, do so. It's rather amazing in terms of pure defense. Only the metal king helm surpasses this one.

Return to the open cavern and look for the last cave to the southeast. A firestorm blocks the path down from that room, but the aspersorium can put out the fire. Walk up to the edge of the conflagration and use the aspersorium. Descend in safety.

GOING DOWN THE FAR SIDE OF THE MOUNTAIN

There are three chests on the next floor. One is a mimic (the one in the dead south), but another has the **metal king helm**. You can't afford to miss that. Immediately walk to the southeast and collect your awesome prize.



WATCH YOUR STEP

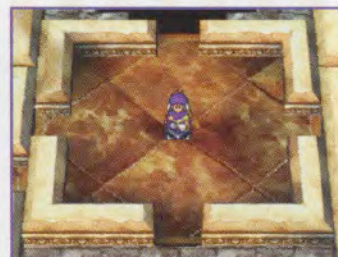
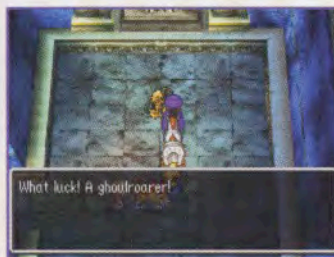
The tiles with special designs are trapped. They spin as soon as you put any weight on them. Your party falls through to a special part of the third floor if that happens, and you have to climb back up. There isn't any treasure down there, so there's no reason to fall until you've gotten everything up here.

After you have all the loot you want, walk along the southern side of the room and intentionally drop through the grates that block your path. The only way to the next part of the dungeon is through here. Your party winds up in a walled-off room with a staircase. Climb that to bypass the corridor of tiles.

That's it! You can walk all the way north now, only dodging a single tile as you go. Take the northwestern staircase down to the third floor.

THE LAST PUZZLE

Search the first room on your right as you move through the third floor. The item in there is called a **ghoulroarer**. Take it and return to the main corridor. Walk along that until you reach its terminus. Ignore the stairs down (they only come into play if you fail during the next puzzle).



Use the northern door to enter the puzzle room. The room is built like a child's game (the ones where you slide pictures around one tile at a time until they form a proper image). There is an exit to the north, but you can't reach it because the walls don't open that way. There are huge panels in the room that slide around when you use the small colored tiles in their center.

Avoid falling into the pits and enter the tile in the lower left. Use the blue button in the center to slide the panel right. Leave the tile by walking right and around the entire circumference of the room. Use the tile on the middle left next, then the upper left. Move the top tile, then the center piece. This locks a tile into place up top that has a northern exit. Leave the room!

Walk north, through a long corridor, and continue when you reach the final room. Ignore the two side areas and climb onto the dais, where another chest is waiting. Open the chest and fight off two barbatos. These guys have high health and can cast Kaboom. Don't underestimate them. Focus on single-target damage to bring one of the beasts down as soon as possible.

Heal fully when the fight is over and equip the orichalcum fangs that you gained. Walk through the destroyed wall and go after Grandmaster Nimzo himself.

GRANDMASTER NIMZO

HP N/A

ATK N/A

MP N/A

DEF N/A

EXP 1100

AGI N/A

GOLD 234

Nimzo is fighting with one hand tied behind his back, just to keep things exciting. This stage of the battle lets you get used to what Nimzo can dish out.



Don't use Buff spells or Saps. Nimzo's Disruptive Wave nullifies these effects so often that it's not worth your time.

Insulate, however, is always worthwhile. Have that cast on the first round of the battle and restore it every time Nimzo takes your effects off.

Oomph at least your hero, then use the sage's stone for consistent healing. This won't always be enough to keep up with Nimzo. If you're falling behind, be ready to cast Multiheal with another character (Multiheal and the sage's stone can almost restore everyone to full health, even on rounds when Nimzo goes nuts with damage output).



Another trick is to put severely wounded people into the wagon. Let them collect heals from the sage's stone and Multiheals while they're safe. This prevents anyone from dying of high-damage attacks while you're in the middle of healing.

Develop a two-tier party for the fight. Try to have your hero out all the time, but swap out one or two people consistently to keep the healing burden light. Use Fullheals to top off the sage's stone healer or your hero as needed.

GRANDMASTER NIMZO, PART 2

HP N/A

ATK N/A

MP N/A

DEF N/A

EXP N/A

AGI N/A

GOLD N/A



Things get scarier when Nimzo stops being polite and starts getting real. His overall style of fighting is similar, but he now has massive health and can toss out Kasaps.

Don't fall for the urge to Kabuff yourself in return. It takes many rounds to make up for his Kasaps, and you can't spare the time. Nimzo doesn't attack in melee often, and his Disruptive Wave rips off the effects of the negative and positive spells.

The worst rounds come when Nimzo Kabooms and then doubles up with his area-of-effect breath attack. You're looking at around 200 HP of damage for each person in the party. This doesn't happen too often, but it's almost certain that you'll see it a few times in the fight.

Heal obsessively. Double up with Multiheal and the sage's stone frequently, and get a third character to use magic water on any of the Multihealers who are low on MP. When the magic water runs out, hit the prayer rings. When they run out, use your secondary healers with Multiheal.



Always keep Insulate going. Restore it every time Nimzo rips it away. Always keep an Oomph on your hero. He's the damage-dealing king for this fight; let him do what he does best.

In the rare cases when all your spells are cast and everyone is full on health, pull casters out of the party for one round and use damage dealers to inflict as much agony as possible on Nimzo. Swap the group back to your survival characters afterward to heal the wounded damage dealers while they're safe in the back lines.

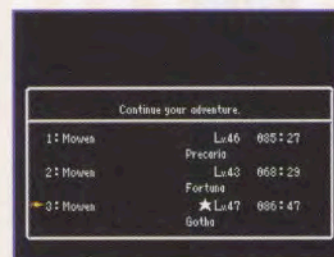
Grandmaster Nimzo was the most powerful creature in Nadiria. After he meets you, he'll only be a memory. Celebrate your victory over the darkness. Return to Zenithia and talk to Dr. Agon and all of the Zenithians. Afterward, you get to fly around the world and visit your favorite towns and castles. Speak with old friends and acquaintances and see how they're faring.



Don't shut off your game. If you're a good sport and talk to all of these people, your party eventually goes back to Gotha. The credits arrive after a huge dance party breaks out. Let the credits trail all the way to the end, then save your game.

You get to keep playing afterward! Load your saved game to continue building your party. Explore the world. Collect more

artifacts. And, oh yeah, there's also a bonus dungeon! Read the next chapter "One Dungeon More" to find out how to beat it. And congratulations, hero. The world is safe again, thanks to you.



One More Dungeon



ESTARK'S LABYRINTH

Another dungeon is unlocked when you complete the game. Load the save file you created after watching the credits roll. You are now free to wander about the world and do anything you want. After getting some proper rest, Zoom to Mount Zugzwang again and walk directly south into the purple marshland to discover a hidden dungeon!

The treasure within is very powerful and the monsters that inhabit the area are quite impressive. Then, at the end of the dungeon, you get to fight the toughest enemy in the entire game.

OBJECTIVES

- 1 Get all the treasure from the Labyrinth.
- 2 Fight the toughest creature in the world...and win!

ITEM LIST

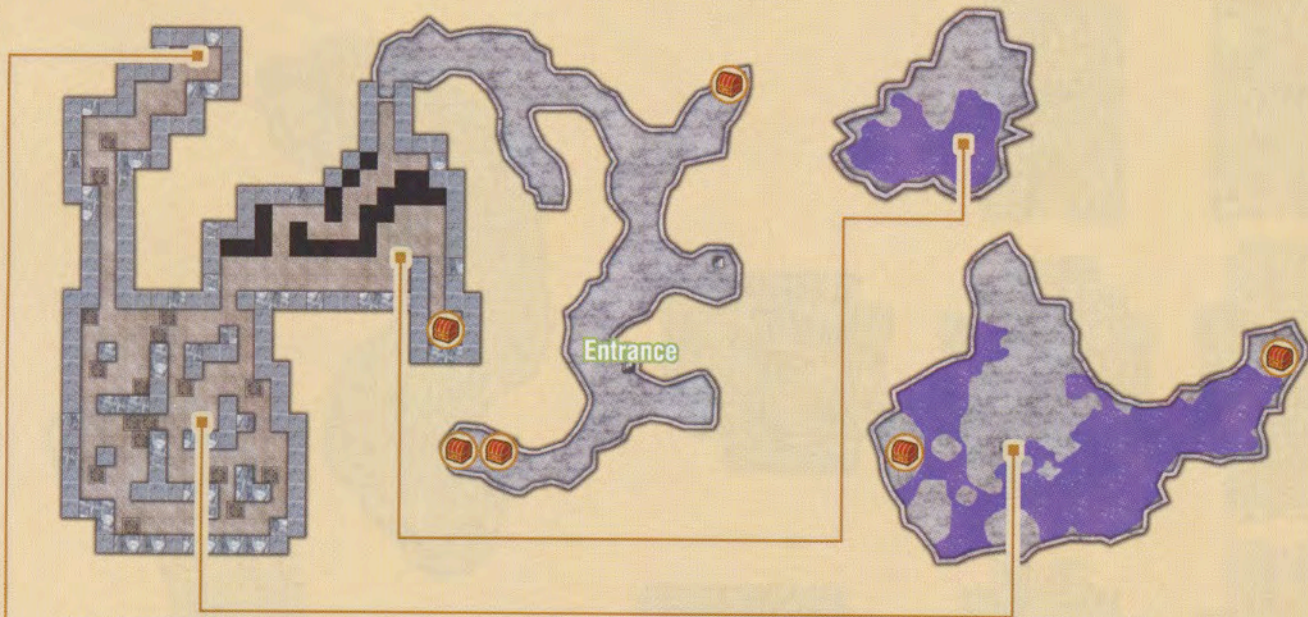
- Rebirth stone [B1, south side]
- Mini medal [B1, south side]
- Shimmering shield [B1, western side]
- War drum [B2, western side]
- Hell sabre [B2, eastern side]
- Massacre sword [B2, in the maze]
- Metal king armour [B3, southwest side]
- Elfin elixir [B2, small chamber above B3]
- Flail of destruction [B4, center of the map]

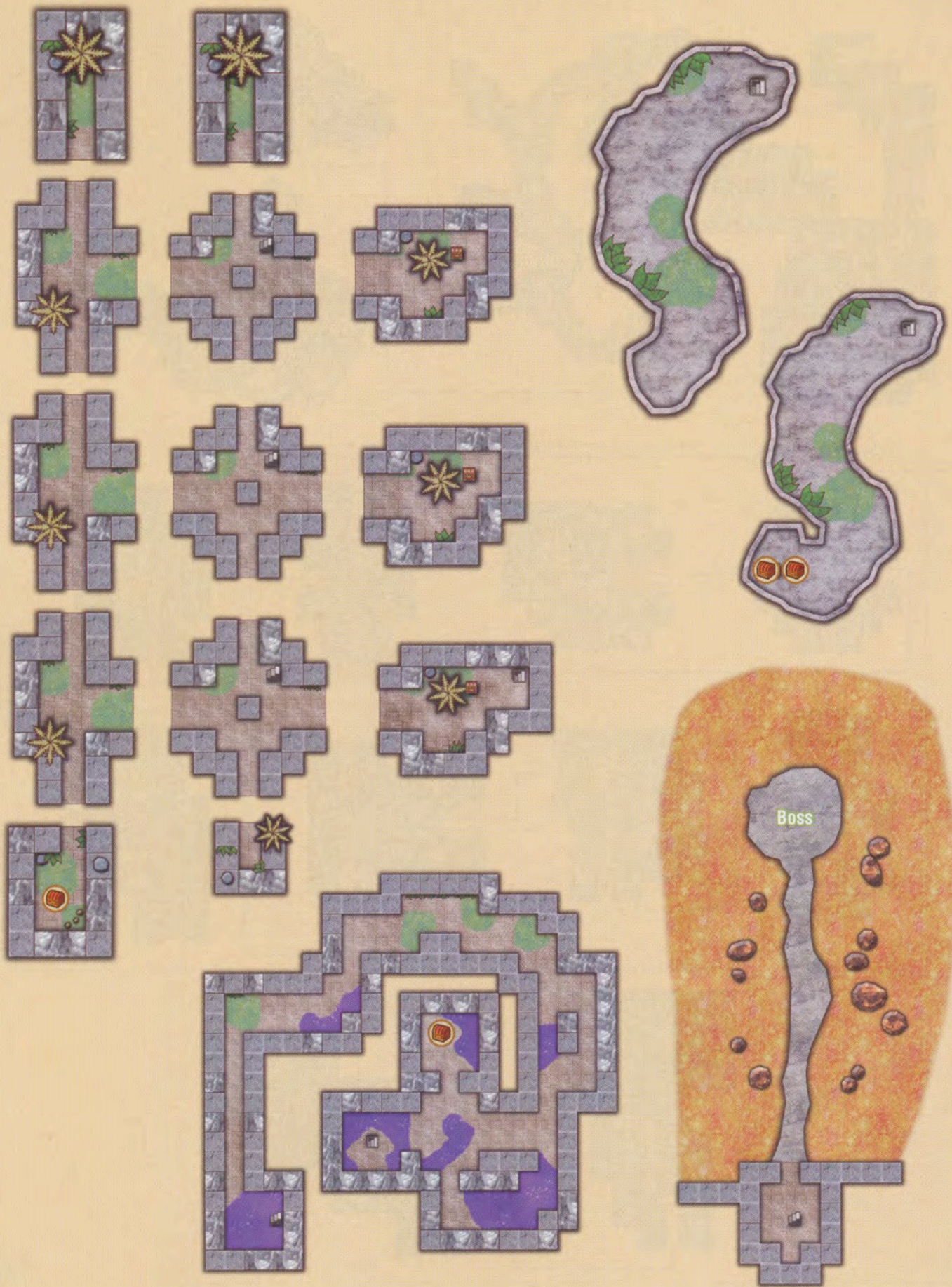
WILDERNESS FLORA AND FAUNA

	NAME	HP	EXP	GOLD	ITEM DROP
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	065 Liquid metal slime ♥	6	10050	10	Mini medal
	043 Metal slime ♥	5	1350	75	Seed of agility
	162 Soulspawn	155	551	53	Elfin elixir
	152 Tyrannoceratops	161	470	80	Seed of resilience
	169 Wyrtoise	178	590	140	Magic water

LOCAL FLORA AND FAUNA

	NAME	HP	EXP	GOLD	ITEM DROP
	178 Barbatos ♥	480	1165	215	Hell sabre
	179 Bilhaw	440	1275	300	Ogre shield
	143 Bomboulder ♥	220	340	70	Dieamend
	173 Deathsquad	200	519	80	Rockbomb shard
	172 Drakenstein	300	670	53	Poison needle
	170 Gigantes ♥♥	350	570	70	Seed of strength
	168 Hyperanemon ♥	250	580	124	Dark shield
	065 Liquid metal slime ♥	6	10050	10	Mini medal
	156 Mandrake marshal ♥♥	175	490	98	Steel broadsword
	177 Mechan-o'-wurm	350	978	160	Orichalcum fangs
	144 Metal king slime	7	30010	15	Mini medal
	043 Metal slime ♥	5	1350	75	Seed of agility
	078 Mimic	400	210	110	Mini medal
	162 Soulspawn	155	551	53	Elfin elixir
	169 Wyrtoise	178	590	140	Magic water





PREPARATIONS

It's important to prepare your hero well for Estark's Labyrinth. The fights in here are demanding, as you might expect. Beyond that, your first run is all about finding loot. Refer to the maps in this guide, plan your route, and bring an assortment of restorative items.

There's not as much to worry about if all you want to do is collect treasure and avoid the boss. When you go on a boss run, bring along at least one Yggdrasil leaf per character, elfin elixirs and prayer rings on your most important characters, and plenty of magic water. The boss of Estark's Labyrinth takes longer to kill than Nimzo and he does at least as much damage, even when your characters are properly equipped!



FIRST FLOOR

The first level has four treasure chests and several staircases leading down. Take your party southwest to get a **rebirth stone** and a **mini medal**. The rebirth stone is like a Yggdrasil leaf that activates immediately on the holder's death. Give it to your best character with the Kazing spell. That way, you can guarantee that a character with Resurrection potential will survive even if the group suffers a sudden, brutal series of attacks.

Turn north next, bypass the entrance, and pass a path to the right that leads to a set of steps. These lead to a locked door; you can't head down there until Estark is defeated. That part of the dungeon is a T 'n' T board. Above that area is a side tunnel on the right; explore it and defeat the mimic in the corner.

Walk west next and slow down at the pit area. It's easy to maneuver safely if you aren't in a hurry and you don't want to miss the **shimmering shield** in the southeast corner of the pit maze. Ignore the stairway by the first set of pits; it doesn't lead to any treasure.

Instead, look for the staircase in the southwest, noting that while the pits here have a latticed cover, they are still pits. This brings the party down into a room with poisonous goo everywhere. Cast Safe Passage before looking toward the far western and eastern sides of the cave.

The right side has the **hell sabre**, while the left side has the **war drum**. Give the war drum to the Girl or to some other damage caster. This item can be used indefinitely. Each use casts Oomph on all members of the active party! The importance of this item can't be overstated; beating Estark is much easier with the war drum and lesser fights go faster when you rely on it.



Return to the first floor and weave all the way south, avoiding the pits. Next, slip west and go as far north as possible. The last staircase leads deeper into the Labyrinth.

SECOND FLOOR

The "real" second floor consists of a maze. Walk into the eastern room first, collect the only treasure on the level (the **massacre sword**), and return to the stairs. Follow the pattern below to reach the exit as quickly as possible.

MAZE SEQUENCE

- West
- North
- Northwest (this room has two northern exits; take the one on the left)
- North
- East
- South
- East
- South
- East

Use the staircase at the end of the maze to descend. You're already through half of the dungeon and you've collected over half of the treasure!

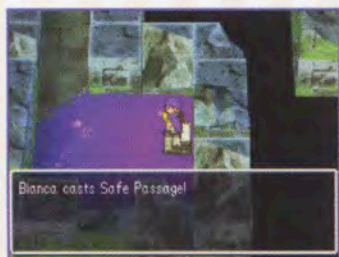


THIRD FLOOR

The third floor also resembles a maze, but it's not as tricky to navigate. All of the rooms are set into position; the only trick is that many of them look quite similar!

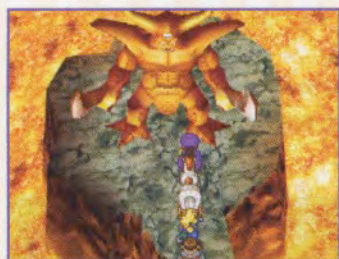
Go north from the starting room and climb up the next set of stairs. This leads to a cavern with two treasure chests. The one on the right contains a mimic, but the other has some **elfin elixir**. Take what you want and return to B3.

Walk all the way west, then head to the southern part of the level. Loot the chest to receive the **metal king armour** and immediately equip it. The raw defence on the metal king armour is unsurpassed. Ideally, you can have your hero in the Pallium Regale, the Boy in the Zenithian Armour, and a powerful monster wearing the metal king armour.



FOURTH FLOOR

The stairs on the southeast side lead down to the fourth floor. Cast Safe Passage upon entering the level, then wrap your way around to the center of a long corridor. Loot the only chest along the way to obtain the **flail of destruction**. This weapon has an extremely high attack value and it also does damage to every enemy (like a boomerang). The flail is very good against bosses and is even more powerful during random encounters.



Take the last staircase down and approach the boss. He won't attack until you talk to him and specifically say that "Yes," you are interested in destroying him.

Heal your party to full health and arrange all restorative items ahead of time. Give most of the elfin elixirs to the Girl (or your favorite caster), because damage casters have the most free time to restore other characters' MP. When you're ready, engage Estark!



Elfin Elixir for Sale!

Elfin elixirs only cost 300 tokens at the casinos. That's not really much to pay for such useful items, even if you don't have any interest in gambling. Cash in 6000 gold pieces per elfin elixir and you're good to go. At this stage of the game, that's still within an affordable range and several elfin elixirs can make all the difference during this last battle.

ESTARK

HP	N/A	ATK	N/A
MP	N/A	DEF	N/A
EXP	5000	AGI	N/A
GOLD	510		

Estark has lots of HP, and his damage output forces your party to fight cautiously. That means this fight may last from 30-60 rounds (or even more if things get really ugly). Only a party with extremely high level characters can rip Estark in half quickly and that takes hours of leveling.



Get your party to about level 40 to have a chance a defeating this boss, but even a lower-level party can succeed if the right strategy is used.



There is a rhythm to this fight and you must dance in tune. Estark has extremely good fire and ice abilities. Use Insulate during the first round of the fight and recast it every time Estark uses his Disruptive Wave. Have your caster use the war drum on round 1 and recast it as well after being Disrupted. Don't Kabuff or Kasap. The Kasaps won't land and Kabuff doesn't last long enough with Estark to pay off. Estark takes two actions each round (even when he uses his Disruptive Wave).



That means you may get your Insulate ripped off and still get pounded by a fire or ice attack. Just remember to keep your party topped off at all times.

Here's a table of likely scenarios and how to deal with them during the fight. You are going to see each of these happen multiple times.

ESTARK'S ACTION	PARTY REACTION
Double group attack (Kaboom or fire/ice breath)	Sage's stone + Multiheal to top off everyone
High single-target damage (melee or Frizzle)	Fullheal the wounded characters or Kazing them if they get KO'd
Disruptive Wave	Restore Insulate and war drum immediately, combine with a Multiheal if the group is wounded

Be ready to flip your party on a round-to-round basis. This is a fight where flexibility is your greatest asset. For example: say the Boy gets KO'd by a Kaboom and melee attack. The next round, you can bring in four people and leave the Boy out for the remainder of the fight, but that doesn't sound so hot, does it?

Here is what you can do instead. Bring a second multihealer into your party. Have that character cast Multiheal, let a second character use Kazing on the Boy, and let your hero stay in and attack. If you ignore the Multiheal, your entire group will risk defeat from a Kaboom and breath attack (or double Kaboom). By swapping free healers in, you can deal with bad luck without breaking stride or taking huge risks.

When the Bounce spell is cast, Estark casts Disruptive Wave almost every time. It's a shame, but you can't do much about it. Another tip is to have the Girl (or another caster) use elfin elixirs to restore healing characters' MP. You can't always afford to have your healers restore their own MP.

When the party has plenty of health, swap out your healers for a full damage party (hero, the Boy, and two single-target damage dealers). Let this group pound on Estark, then roll your secondary healer and the Girl back into position when damage or a Disruptive Wave warrants it.

If you're having trouble surviving long enough to win, reshape your party for the future. Visit Monty and add more monsters with Kazing and Multiheal to your rear lines. Also, select monsters with high MP.

Sometimes, you need to have three characters restoring Buffs and healing the party. Make sure that your hero does not have the meteorite bracelet. You want your hero to go late in the round, ensuring that the war drum has already been cast by the time he attacks. It's better to have the Boy wear the meteorite bracelet to ensure that his Multiheals or Insulates get off as soon as possible.



One reward for victory is a great sense of accomplishment! Estark indicates how many rounds it took to defeat him and you're free to return and fight him again to improve your record.

Estark grants you access to a special T 'n' T board. Back on the initial floor of the dungeon, there is a staircase on the eastern side. This previously led to a locked set of doors that you can now bypass. Estark's T 'n' T board is huge and you can play it whenever you like.



Note that there is also an entrance to another T 'n' T board to the south of the marsh. Enter there and search for a free T 'n' T ticket, inside one of the pots.

Secret Recruitable Monsters

The following section covers two "hidden" characters in the game. Note that each character's ability list is not comprehensive; it's provided only as a starting point.

STARKERS



Starkers joins your party once you have finished the Stark Raving T 'n' T board. His ability list follows.

ABILITY LIST

ABILITY	LVL LEARNED	COST	DESCRIPTION
Kafrizzle	N/A	10 MP	Incinerates a single enemy with an enormous fireball.
Meditation	5	Free	Become at one with the self to regain strength – heals Starkers.
Disruptive Wave	10	Free	Eliminates all magical effects.
Holy Protection	15	4 MP	Generates a holy aura that keeps weaker monsters away.
Scorch	20	Free	A scorching inferno of burning breath.
Starkers Storm	30	25 MP	An electrical deluge summoned from Nadiria that strikes all foes.
Zoom	40	8 MP	Return instantly to various previously-visited locations.
Kaboom	45	15 MP	Blasts all enemies with an incredibly violent explosion.

ATTRIBUTE PROGRESSION (BEGINNING ATTRIBUTES)

Level	1
Exp	0
Max HP	305
Max MP	0
Strength	147
Agility	124
Resilience	159
Wisdom	71
Luck	99
Attack	147
Defence	159

WEAPONS

NAME	ATTACK
Chain sickle	27
Steel broadsword	33
Serpent sword	42
Cautery sword	45
Dream blade	55
Magma staff	63
Staff of resurrection	66
Dragonsbane	90
Massacre sword	95
Double-edged sword	99
Demon spear	99
Blizzard blade	105
Great bow	110
Hell sabre	120
Metal king sword	130

ARMOUR

NAME	DEFENSE
Iron cuirass	23
Silver cuirass	40
Dark robe	55
Magic armour	60
Flame armour	70
Hela's armour	85

SHIELDS

NAME	COST
Ruinous shield	--
Leather shield	4
Scale shield	7
Bronze shield	11
Iron shield	16
Magic shield	22
Dragon shield	30
Tempest shield	35
Dark shield	37
Ogre shield	48
Metal king shield	70

HELMETS

NAME	COST
Hardwood headwear	6
Iron helmet	16
Iron mask	25
Hades' helm	30
Great helm	45
Metal king helm	70

ACCESSORIES

NAME	ATTRIBUTE EFFECT
Meteorite bracer	Agility x2
Crude image	Luck+15
Kamikazee bracer	--
Elfin charm	--

ABILITY LIST

ABILITY	LVL LEARNED	COST	DESCRIPTION
Buff	N/A	2 MP	Raises the defence of a single party member.
Focus Strength	5	Free	Focus the fighting spirit to strike with redoubled force on the next attack.
Inferno	10	Free	A ferociously fiery breath attack.
Lightning	15	Free	Calls down lightning to strike the enemy.
Frenzy	20	Free	An indiscriminate attack against friend and foe alike.
Tick-tock	30	4 MP	Summons night during day, and day during night
Scorch	40	Free	A scorching inferno of burning breath.
Evac	45	8 MP	Exit instantly from dungeons, caves, and towers.

ATTRIBUTE PROGRESSION (BEGINNING ATTRIBUTES)

Level	1	Resilience	15
Exp	0	Wisdom	2
Max HP	8	Luck	0
Max MP	0	Attack	25
Strength	25	Defence	15
Agility	6		

WEAPONS

NAME	COST
Stone axe	20
Fire claw	53
Icicle dirk	70
Cobra claw	90
Orichalcum fangs	115

ARMOUR

NAME	COST
Iron cuirass	23
Silver cuirass	40

SHIELDS

Rebjørn is unable to equip any shields.

HELMETS

NAME	COST
Pointy hat	3
Top hat	20
Thinking cap	40

ACCESSORIES

NAME	ATTRIBUTE EFFECT
Meteorite bracer	Agility x2
Crude image	Luck+15
Kamikazee bracer	--
Elfin charm	--

REBJØRN

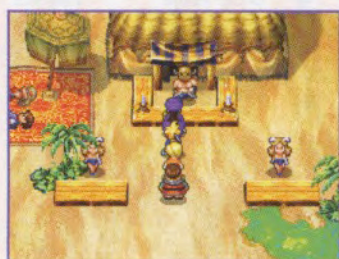
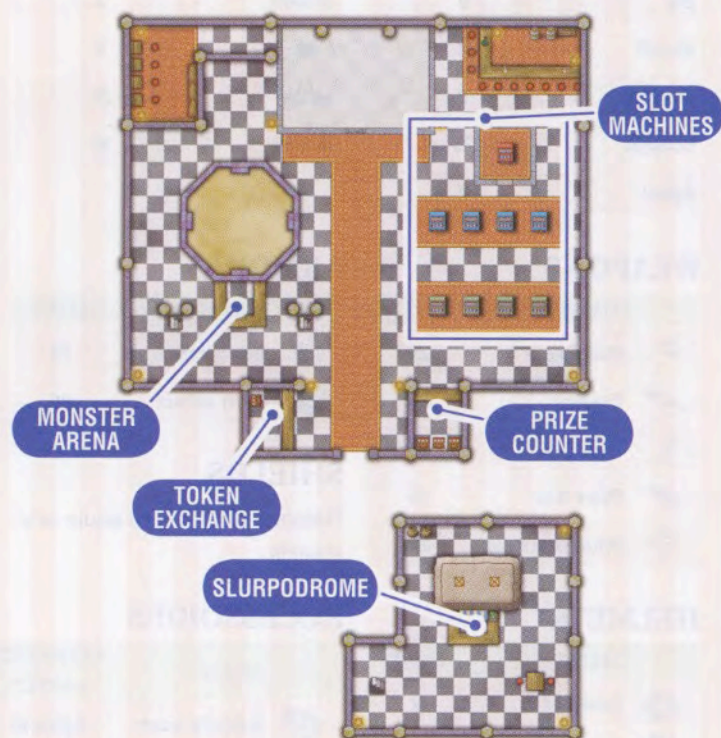
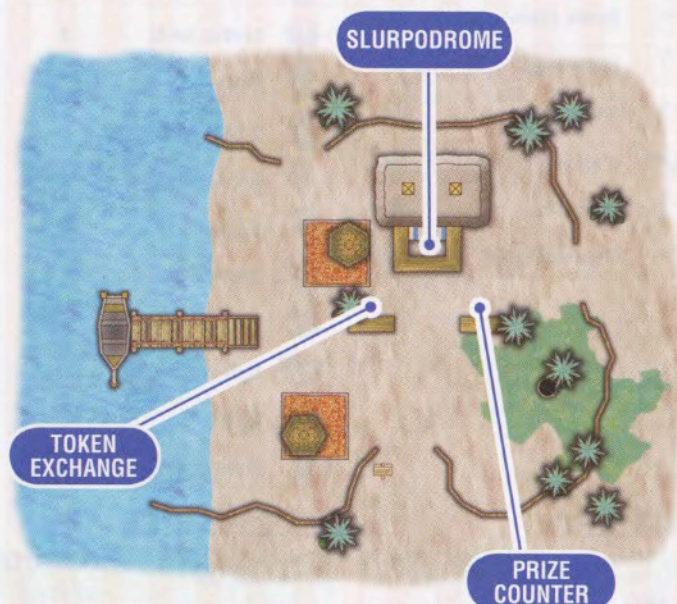
After you defeat Estark and Starkers has joined your party, return to the Pothold (where the jar was glowing red) and examine the jar. Rebjørn asks to join your party!



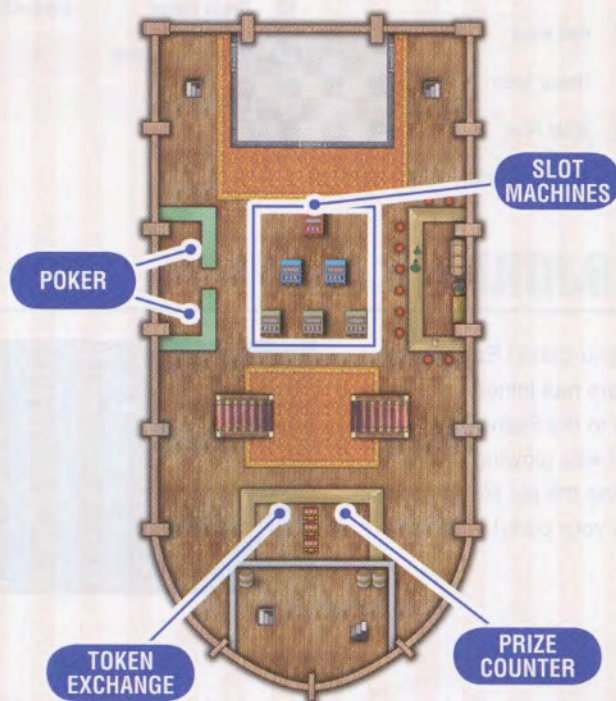
Side Quests & Mini-Games

FORTUNA AND VENTUNO CASINOS

Upon reaching Fortuna, your party has access to the Fortuna casino. At the token vending area, you can purchase tokens for 20 gold coins each. With these tokens you can play the slot machines, place bets at the Monster Arena, or place bets at the slurpodrome downstairs.



Later in the game, you gain access to the town of Pontoon, where you find another slurpodrome and access to the Ventuno casino. Once on the boat, head downstairs to find more slot machines and poker tables.



To trade casino tokens for prizes, just visit one of the exchange counters. The following section lists the six prizes, the number of tokens they cost, and the corresponding stats.



ELFIN ELIXIR

COST: 300

EFFECT: Item; restores MP to max

DESCRIPTION: A mental medicine that restores one party member's MP to the max.



YGGDRASIL LEAF

COST: 1000

EFFECT: Item; resurrects a party member

DESCRIPTION: A magical leaf that can resurrect a party member.



KAMIKAZEE BRACER

COST: 5000

EFFECT: Accessory; bracer explodes when wearer dies—damaging the enemy

DESCRIPTION: Rousing wristwear that may just save the day in times of need!



FALCON KNIFE EARRINGS

COST: 10000

EFFECT: Weapon; attack +35

DESCRIPTION: Equip these knife-like earrings to strike twice in a single turn.



METAL KING SWORD

COST: 50000

EFFECT: Weapon; attack +130

DESCRIPTION: N/A



GRINGHAM WHIP

COST: 250000

EFFECT: Weapon; attack +100

DESCRIPTION: This deadly whip can attack a whole group of enemies at once.

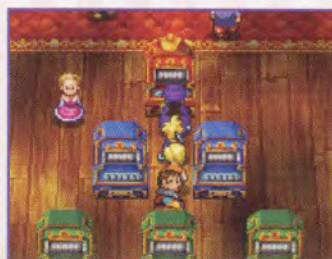
SLOT MACHINES

In Fortuna, there are nine total slot machines; four that cost 1 token per go, four that cost 10 tokens per go, and one that costs 100 tokens per go. Obviously the more you put in, the more you receive when you win. The Ventuno casino has six slot machines; three that cost 1 token, two that cost 10, and one that costs 100. The following table indicates the payoff for the different winning patterns. Note that the patterns must be in order. If there is a different icon between 3 or 4 of the same, it is not a winner.

Walk up to a slot machine and press the A button to play and press Up on the +Control Pad to insert a token(s). You can insert up to 9, 90, or 900 tokens for each play depending on which machine you are playing. The more tokens you enter, the more opportunities there are to win. With one, 10, or 100 tokens, only the middle row comes into play. With three, 30, or 300 tokens you can win on any of the three rows. Tokens above three times the minimum bet multiply your winnings. After entering the desired tokens, press the A button to make the wheels spin. If you get

Slot Machine Winnings

WHEEL PATTERN	PAYOUT
77777	x10000
BARBARBARBAR	x2000
77777	x1000
77777	x200
77777	x100
77777	x20
77777	x1000
BARBARBARBAR	x200
77777	x100
77777	x50
77777	x20
77777	x6
777	x100
BARBARBARBAR	x20
77777	x10
77777	x8
77777	x5
77777	x3



a winning pattern, you are credited with the winnings that equal the number of tokens multiplied by the winning pattern's payout.

Quickest Way to Earn Tokens

Maxing your bet on the 100-token slot machine may be the quickest way to get tokens. Be sure to save after winning big to reduce the frustration.



As you place tokens into the machine, the first token(s) highlights the middle row, the second opens the top row, and the third makes the bottom row available. You can continue to bet tokens nine times. The number of times you insert tokens indicates a payout for each row as follows:

# TIMES TOKEN(S) INSERTED	1	2	3	4	5	6	7	8	9
2	-	x1	x1	x1	x2	x2	x2	x3	x3
1	x1	x1	x1	x2	x2	x2	x3	x3	x3
3	-	-	x1	x1	x1	x2	x2	x2	x3

SLURPODROME— SLIME RACES

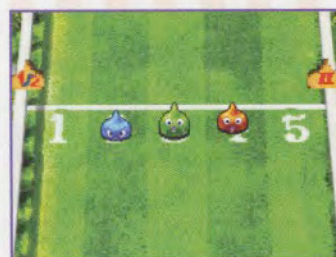
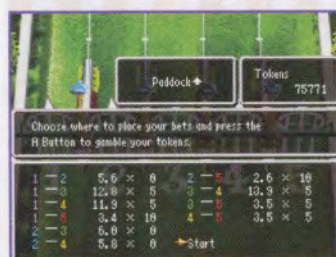
Take the stairs down from the Fortuna casino to find the first slurpodrome. Another one is located in Pontoon, once you get there. Talk to the guy behind the counter to receive four options:

- **Place Bet:** Select this to place a bet with your casino tokens on the slimes you think will win.
- **Enter Slime:** If you have a slime in your party that has reached level 20, you can enter it in the next race.
- **Instructions:** Select this to see the rules.
- **Leave:** If you change your mind about betting or entering a slime, this option lets you leave the slurpodrome.

PLACING BETS

After selecting Place Bet, you are presented with the odds for every combination of racers. You must decide which two slimes will finish first and second. The order of finish doesn't matter as long as your two slimes finish in these two positions.

Press the A button on the combination you wish to bet on to bet one token. Each press of the button adds another token. Press the B button to take away a token. You can bet up to 50 tokens total. After placing your bets, press the A button on Start to begin the race.



SPREAD IT AROUND

You don't need to place all 50 on one set of slimes; you can spread it around. It could prove very profitable to put a few tokens on some of the combinations with the worst odds, but better payouts.

After the race, the bottom screen displays the winning formula while the top screen shows which combinations you chose. Press the A button to receive your winnings or move on to the next race.

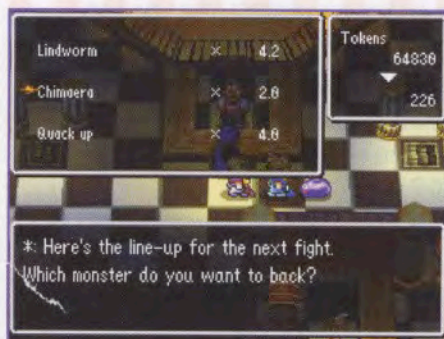


Rest Your Slime

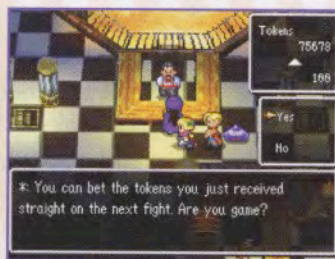
Rest your slime at the inn before entering it in a race; otherwise, it won't be allowed to enter.

MONSTER ARENA

Talk to the guy behind the counter at Fortuna casino to view the fight card for the upcoming fight. After viewing the monstrous gladiators, pick the one you think will win and enter the number of casino tokens you wish to bet (up to 50).



Two to four monsters fight it out until only one remains standing. If the monster you chose remains, you win the number of casino tokens you bet multiplied by the monster's bet multiplier.



Monsters can't call for backup during these battles, nor can they flee. If no winner is decided after 10 rounds, the fight is called a draw and your bet is returned. You can press the B button during a fight to withdraw, but this forfeits your bet.

It is difficult to know who will win each fight, but there are certain monsters that tend to have an edge. Still, a monster that may appear to have a clear advantage may be the first one out! Monsters with the following may have an advantage:

- Heal ability.
- High defence, resistant to spells, or has a Buff spell.
- Can keep other monsters from fighting by using spells like Snooze.
- Can attack twice per round.

An easy general rule for picking a winner is to select the monster with the lowest winnings multiplier. A little patience will win you more money in the end.



FIGHT CARDS

There are 50 possible fight cards, but you start with only 15 potential fights. As you progress through the game, more fight cards become available depending on your party members' level.

If you don't like a fight card that appears, back out and talk to the guy again to receive a new card. The following lists the possible fight cards available when you first reach Fortuna casino, including the bet multiplier for each monster.

- Fight Number 01: hammerhood [x3.0-3.2], dracky [x2.0-2.2], burr baby [x5.0-5.2]
- Fight Number 02: brownie [x6.0-6.2], spiked hare [x2.0-2.2], brrrattling snake [x3.0-3.2]
- Fight Number 03: slimeA [x3.0-3.2], slimeB [x3.0-3.2], slimeC [x3.0-3.2]
- Fight Number 04: funky ferretA [x4.0-4.2], fat rat [x2.0-2.2], funky ferretB [x5.0-5.2]
- Fight Number 05: fandangow [x2.0-2.2], drackyma [x2.0-2.2]
- Fight Number 06: dirty rat [x4.0-4.2], frizzard [x3.0-3.2], lava larva [x2.0-2.2]
- Fight Number 07: great sabrecub [x7.0-7.2], bona constrictor [x8.0-8.2], lickspittle [x2.0-2.2]
- Fight Number 08: scaraburrower [x2.0-2.2], brrrattling snakeA [x13.0-13.2], brrrattling snakeB [x13.0-13.2], drackyma [x4.0-4.2]
- Fight Number 09: wax murderer [x5.0-5.2], lava larva [x1.0-1.2]
- Fight Number 10: bunicorn [x2.0-2.2], dracky [x5.0-5.2], combatterpillar [x3.0-3.2]
- Fight Number 11: ghost [x4.0-4.2], mental pitcher [x2.0-2.2], will-o'-the-whips [x3.0-3.2]

- **Fight Number 12:** cactiballA [x4.0-4.2], cactiballB [x4.0-4.2], cactiballC [x4.0-4.2], cactiballD [x4.0-4.2]
- **Fight Number 13:** slime [x50.0-50.2], burr baby [x25.0-25.2], boring bug [x10.0-10.2], combatterpillar [x1.0-1.2]
- **Fight Number 14:** combatterpillar [x4.0-4.2], bunicorn [x4.0-4.2], bubble slime [x3.0-3.2], dracky [x8.0-8.2]
- **Fight Number 15:** ghost [x5.0-5.2], will-o'-the-whips [x4.0-4.2], bona constrictor [x6.0-6.2], lickspittle [x3.0-3.2]

The following section details the line-ups available once your hero reaches level 13.

- **Fight Number 16:** metal slime [x2.0-2.2], healslime [x3.0-3.2], bubble slime [x55.0-55.2], slime [x107.0-107.2]
- **Fight Number 17:** rotten apple [x9.0-9.2], walking corpse [x6.0-6.2], ticking timeburrrm [x1.0-1.2]
- **Fight Number 18:** terracotta warrior [x2.0-2.2], bludgerigarA [x5.0-5.2], bludgerigarB [x5.0-5.2]
- **Fight Number 19:** rotten apple [x14.0-14.2], walking corpse [x3.0-3.2], bludgerigar [x5.0-5.2], scaraburrower [x3.0-3.2]
- **Fight Number 20:** terracotta warrior [x3.0-3.2], slime knight [x3.0-3.2], owlbear [x7.0-7.2], wickerman [x7.0-7.2]

The following section details the line-ups available once your hero reaches level 16.

- **Fight Number 21:** owlbear [48], wyrtil [3], restless armour [2], ruff ruffian [14]
- **Fight Number 22:** funghoul [x3.0-3.2], rotten apple [x5.0-5.2], gourdzilla [x2.0-2.2]
- **Fight Number 23:** powie yowie [x3.0-3.2], small fry [x3.0-3.2], grudgerigar [x4.0-4.2], gourdzilla [x20.0-20.2]
- **Fight Number 24:** ticking timeburrrm [x6.0-6.2], wickerman [x3.0-3.2], legerdeman [x3.0-3.2], walking corpse [x5.0-5.2]

The following section details the line-ups available once your hero reaches level 19.

- **Fight Number 25:** grudgerigar [x7.0-7.2], bludgerigar [x20.0-20.2], paralakeet [x1.0-1.2]
- **Fight Number 26:** small fry [x5.0-5.2], growlbear [x2.0-2.2], magic marionette [x3.0-3.2]
- **Fight Number 27:** restless armour [x5.0-5.2], mudraker [x6.0-6.2], sasquash [x3.0-3.2], drooling ghoul [x3.0-3.2]
- **Fight Number 28:** gamigin [x3.0-3.2], metal slime knight [x11.0-11.2], pokesperson [x6.0-6.2], sasquash [x3.0-3.2]

The following section details the line-ups available once your hero reaches level 23.

- **Fight Number 29:** growlbear [x3.0-3.2], paralakeet [x4.0-4.2], powie yowie [x5.0-5.2], wisp-o'-smoke [x5.0-5.2]
- **Fight Number 30:** hunter mechA [x2.0-2.2], hunter mechB [x2.0-2.2]
- **Fight Number 31:** thaumaturge [x5.0-5.2], gamigin [x1.0-1.2], goodybag [x13.0-13.2]
- **Fight Number 32:** rockbomb [x14.0-14.2], thaumaturge [x3.0-3.2], hotbog [x2.0-2.2]
- **Fight Number 33:** mudraker [x5.0-5.2], monster tamer [x5.0-5.2], paralakeet [x13.0-13.2], hotbog [x2.0-2.2]
- **Fight Number 34:** poxtongue [x6.0-6.2], wormbat [x4.0-4.2], gamigin [x2.0-2.2]

The following section details the line-ups available once your hero reaches level 26.

- **Fight Number 35:** hotbog [x3.0-3.2], cureslime [x8.0-8.2], chimaera [x4.0-4.2], drooling ghoul [x6.0-6.2]
- **Fight Number 36:** poxtongue [x3.0-3.2], magic marionette [x8.0-8.2], gastank [x2.0-2.2]
- **Fight Number 37:** deadcurion [x3.0-3.2], quack up [x11.0-11.2], wizened wizard [x7.0-7.2], drag-goof [x2.0-2.2]
- **Fight Number 38:** pollywaggle [x11.0-11.2], Morphean mollusc [x2.0-2.2], suckling ocker [x9.0-9.2], pollywaggle [x7.0-7.2]
- **Fight Number 39:** jiggery-pokerer [x3.0-3.2], orc [x4.0-4.2], deadcurion [x3.0-3.2]
- **Fight Number 40:** lindworm [x6.0-6.2], gamigin [x3.0-3.2], thaumaturge [x7.0-7.2], pokesperson [x3.0-3.2]

The following section details the line-ups available once your hero reaches level 30.

- **Fight Number 41:** gourdzilla [x21.0-21.2], slime [x2.0-2.2], lesionnaire [x4.0-4.2], ticking timeburrrm [x7.0-7.2]
- **Fight Number 42:** lindworm [x4.0-4.2], chimaera [x2.0-2.2], quack up [x4.0-4.2]
- **Fight Number 43:** drag-goof [x2.0-2.2], hocus chimaera [x3.0-3.2], toxtongue [x5.0-5.2]
- **Fight Number 44:** hoodlum [x2.0-2.2], minidemon [x8.0-8.2], liquid metal slime [x3.0-3.2]
- **Fight Number 45:** metal slime knight [x5.0-5.2], metal slime [x11.0-11.2], liquid metal slime [x2.0-2.2]
- **Fight Number 46:** air ductt [x2.0-2.2], hex helmet [x4.0-4.2], hawk man [x5.0-5.2]
- **Fight Number 47:** stone golem [x2.0-2.2], tortoceratops [x4.0-4.2], hellion [x3.0-3.2]
- **Fight Number 48:** jowler [x3.0-3.2], gasbag [x5.0-5.2], orc king [x2.0-2.2]
- **Fight Number 49:** air ducttA [x3.0-3.2], quack up [x9.0-9.2], air ducttB [x4.0-4.2], hex helmet [x4.0-4.2]
- **Fight Number 50:** air ductt [x2.0-2.2], samigina [x8.0-8.2], phantaseyes [x3.0-3.2]

POKER TABLE

Poker tables are only available at Ventuno casino. Talk to one of the gentlemen at a poker table to begin a game. The first task is deciding how many tokens you want to gamble on the next hand. You can bet as many as 10 tokens on each hand.



Five cards are dealt out on the table. The object is to make a winning poker hand out of the cards. There are four suits of cards: Crowns, Shields, Slimes, and Swords. Each suit has 14 different ranks: 2-10, Jack, Queen, King, and Ace. Note that an Ace can be used as the lowest or highest card when making a Straight hand. You can also use Jokers as any card you want in order to achieve the best hand.

After the cards are dealt, the cards you discard are replaced with new cards. Press the A button on a card to switch between Discard and Hold. When your hand is set, press the A button on Deal.

TWO PAIRS



PAYOUT MULTIPLIER: x1

DESCRIPTION: Two cards of the same rank is a pair. Get two separate pairs to recover your bet.

THREE OF A KIND



PAYOUT MULTIPLIER: x1

DESCRIPTION: Three cards of the same rank recovers your bet.

STRAIGHT



PAYOUT MULTIPLIER: x2

DESCRIPTION: Five cards in successive order, such as 2-6 or 8-10, Jack, Queen. The straight cannot run between the King and 2, such as King, Ace, 2-4. The suit for the five cards doesn't matter.

FLUSH



PAYOUT MULTIPLIER: x4

DESCRIPTION: Five cards of the same suit where the order doesn't matter.

FULL HOUSE



PAYOUT MULTIPLIER: x5

DESCRIPTION: Combine a three of a kind with a pair to get the x5 multiplier.

You must end up with one of the following hands (see the following section) to win casino tokens. The computer provides the best possible result. The number of tokens you bet is multiplied by the corresponding payout multiplier.

FOUR OF A KIND



PAYOUT MULTIPLIER: x10

DESCRIPTION: Four cards of the same rank multiplies your bet by 10.

STRAIGHT FLUSH



PAYOUT MULTIPLIER: x20

DESCRIPTION: A straight of five cards with the same suit, except for the highest five ranks.

FIVE OF A KIND



PAYOUT MULTIPLIER: x50

DESCRIPTION: Four cards of the same rank plus a Joker results in a x50 multiplier.

ROYAL STRAIGHT FLUSH



PAYOUT MULTIPLIER: x100

DESCRIPTION: The Royal Straight Flush is a Straight Flush with the five highest rank cards—10, Jack, Queen, King, Ace.

ROYAL SLIME FLUSH



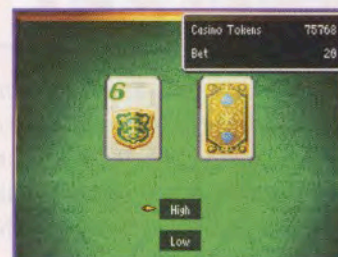
PAYOUT MULTIPLIER: x500

DESCRIPTION: Get a Royal Straight Flush in the Slime suit to receive the highest possible payout.

If you get a winning hand, you can double your winnings, since the dealer asks if you want to play "Double or Nothing." If you choose to play, a card is shown and you must decide if the next card will be higher or lower. If the card is the same, another card is drawn. There are 14 values in the following order:



If you choose correctly, you can double your new winnings by taking part in a second round of "Double or Nothing." You can continue to increase your winnings as long as you wish.



BRUISE THE OOZE

There's a game machine located on the third floor of Briscoletti's mansion. Walk up to the machine and press the A button to play Bruise the Ooze.



The stage number, your current score, and an animation of a rockbomb rolling toward the hero appears on the top screen. This animation serves as your timer. If the rockbomb reaches the hero, the game is over!



When playing the game, four pictures of slimes appear along the top of the bottom screen. Slimes then appear out of the eight holes below. They are either blue, red, or silver. Simply use your stylus to tap the slimes in the order of the four slimes above.



Each correct tap awards you positive points. Tap the wrong color slime, and you lose points. Complete the string of four slimes to advance through the stages. Tapping the slimes gains or loses you points depending on the slime's color. Blue nets +1/-1, red gives you +3/-3, and silver is +5/-5.



Tap all the slimes through five stages, and you receive a chance at a bonus level. In this level, gold and red coins appear; tap them to gain 10 points for the gold coins and 100 points for the red ones.



In regular and bonus levels, items appear randomly in the holes. Tap these items to have them placed in your bag after the game.



POSSIBLE ITEMS: magic water, medicinal herb, prayer ring
POSSIBLE BONUS ROUND ITEMS: antidotal herb, elfin elixir, magic water, medicinal herb, Paxa Punch, pointy hat, rags, rebirth stone, rockbomb shard, tombola ticket, T 'n' T ticket, Yggdrasil leaf

TREASURES & TRAPDOORS (T 'N' T) BOARD

As you make your way through the game, you occasionally find T 'n' T tickets hidden around the world. These tickets can be used at five different T 'n' T boards: Fortuna T 'n' T board, Ventuno T 'n' T board, T 'n' T Spring board, Nadiria T 'n' T board, and the Stark Raving T 'n' T board. One ticket provides one play on the board game.



Talk to the person at the Start square to begin the game. Only one person can take part in the game, so the character leading your party is the one who plays the game. Be sure you have some gold on you. If you have zero gold coins, you can't start the game.

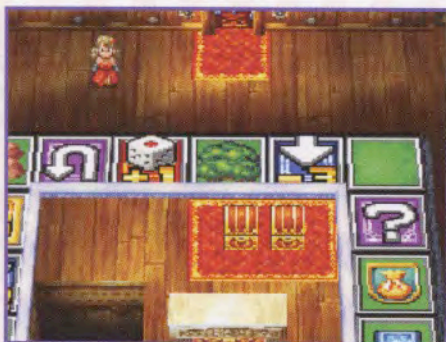


Bring Your Boomerang

It is a good idea to stick a boomerang or another multiple hit weapon into your player's inventory. This way you can handle the fights with multiple low-level monsters quicker.

At the top of the screen, you can see how many rolls of the die are remaining. There are also four options below this number:

- Roll Die:** This rolls the die to decide how far you can move on your next move.
- Consult Map:** This gives you control of the camera so that you can check out the board ahead. You can only look at the current level; you can't see anything below you.



- Attributes:** This allows you to look at all of your character's attributes, including his/her HP and MP.



- Give Up:** Select this option to leave the game and lose your ticket.

Press the A button on Roll Die to get started. The number shown on the die represents how many spaces you can move. Use the D-pad to move your character the correct number of spaces.



Occasionally, you may come across a split in the board where you must decide which direction to go. As long as you haven't gone your full distance, you can change your mind and go the other way.



You must land exactly on the Finish space to win. If you roll a number that is too high, then you must go back the extra spaces. If your character gets KO'd in a fight, you lose the game and your character's HP goes to 1.



THE SPACES OF THE T 'N' T BOARDS

There are 32 possible spaces on the T 'n' T boards. The following chart breaks down each space.



START

This is where you start the game.



FINISH

Reach this space to win the game. You must land on this space with your die roll to win, or else you go backwards any extra spaces.



GRASS

You can either get in a fight or choose to examine the ground on this space. Choose "Yes" and you will find an item, a trapdoor, nothing, or get in a fight.



FOREST

You can either get in a fight or be asked if you want to examine the ground on this space. Choose "Yes" and you will find an item, a trapdoor, nothing, or get in a fight.



HILLS

You can either get in a fight or be asked if you want to examine the ground on this space. Choose "Yes" and you will find an item, a trapdoor, nothing, or get in a fight.



SLIME

Land on this spot to get in a fight with random monsters.



METAL SLIME

Metal monsters are waiting on this spot.



ADD COINS

Gain the number of coins shown on the space.



LOSE COINS

Lose the number of coins shown on the space. If this takes you down to zero gold coins, the game is over.



EXTRA ROLLS OF THE DIE

This space provides extra turns equal to the number shown on the space.



LOSE ROLLS OF THE DIE

This space takes away rolls of the die equal to the number shown on the space.



SLOW MOTION DIE

Pick any number on the die and move forward that number of spaces. The die rolls slowly so that you can select an appropriate number.



MOVE FORWARD

Move forward the number of spaces indicated on the space.



MOVE BACK

Move backward the number of spaces indicated on the space.



RETURN TO START

Go back to the start.



STAIRS

Stairs allow you to move up or down to the next level. You don't need to land exactly on the space; any extra moves take place on the next level.



TRAPDOOR

This sends you to a room below and ends the game, except on Stark Raving T 'n' T board. Some trapdoors on this board drop you down to a lower level.



WARP

Warp to another warp space—refer to the board maps to see where the warps lead. You must land exactly on the warp space. If the warp space is on an end and you roll too many, you must move backward the rest of your move.



DUNGEON

This enters a dungeon specific to the board. You don't need to roll an exact number to exit the dungeon—your extra moves are used after the exit. Maps for the dungeons are shown after the board map.



TREASURE TROVE

Enter the treasure trove and you are presented with four rooms. You must pick one and grab the treasure before the time runs out. You roll a die twice to decide your time limit—the first being tens of seconds and the second being seconds. You need to be quick to grab the loot in time.



ARROW

These arrow signs point in the direction you travel at some intersections.



GATE

You must pay a 500 gold coin fee to pass through the gate.



CHEST

Look inside the chest to find an item. The next time you land on this space, it is empty. Refer to the board maps to learn what you can find.



CHEST OF DRAWERS

Look inside the drawers to find an item. The next time you land on this space, it is empty. Refer to the board maps to learn what you can find.



POT

Look inside the pot to find an item. The next time you land on this space, it is empty. Refer to the board maps to learn what you can find.



VILLAGE SHOP

Land on this space to find the village shop. Here, you will find items for sale. Refer to the village shop lists to see what is available on each board.



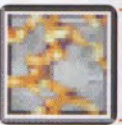
INN

This space provides a chance to rest and recover your character's HP and MP. The cost of the inn differs between the boards.



REFRESHING BREEZE

Your character's HP and MP are fully restored.



ELECTROMAGNETIC WAVE

This space puts the hurt on your character with an electric shock. Be sure to keep your health up.



1/2 MP

This space halves the character's MP.



EXCLAMATION POINT (!)

Your character's attributes change with two rolls of a die. The first roll decides which attribute gets changed, while the second roll decides if it goes up by one or down by one.

FIRST DIE ROLL	ATTRIBUTE CHANGED	SECOND DIE ROLL	HOW ATTRIBUTE IS AFFECTED
1	strength	1	-1
2	agility	2	+1
3	resilience	3	-1
4	wisdom	4	+1
5	luck	5	-1
6	max HP	6	+1



QUESTION MARK (?)

An eerie voice permeates the air and one of the following occurs:

- Gain 10, 20, 30, or 100 gold coins
- Lose 10, 20, 30, or 100 gold coins
- Treasure chest
- Throw character into a battle
- An attribute is changed with two rolls of a die
- An attribute changes by -1, +1, or +2
- 10 more rolls of the die
- Die will do as it's told on next turn
- Next die roll won't be a high one
- Back five spaces
- Go to inn
- Send to treasure trove
- Return to start
- Advance six spaces
- Trapdoor
- No monster encounters for plains, forests, and hills

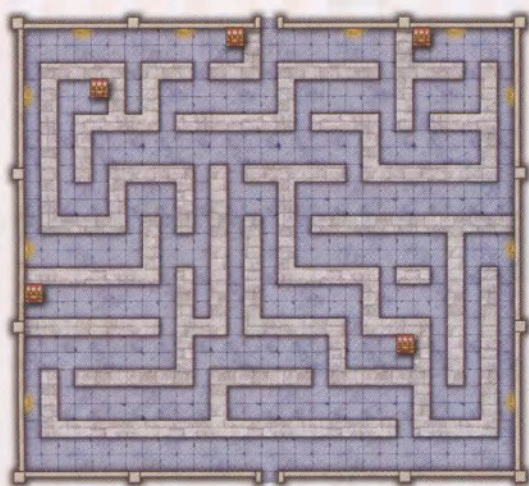
TREASURE TROVES

Land on a Treasure Trove space to be presented with multiple rooms. You roll a die twice to decide your time limit—the first being tens of seconds and the second being seconds. Select a room to enter and quickly grab the treasure before your time runs out. There are five possible rooms, as indicated in this section. Along with the maps that have a treasure trove space, the following chart shows the treasures in each treasure trove.



TREASURE TROVE A

Use the map below to find paths to the chests.



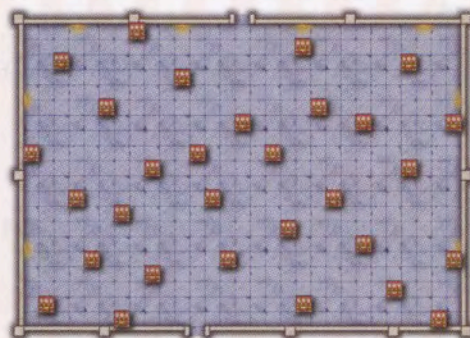
TREASURE TROVE B

Carefully walk along the narrow walls to find the chests.



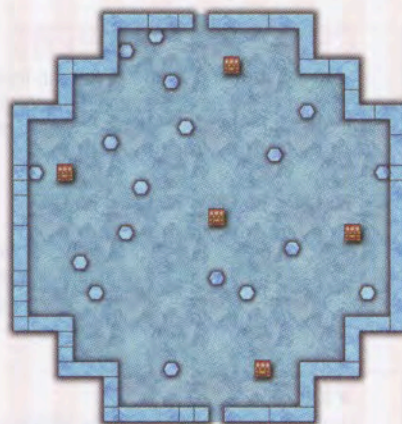
TREASURE TROVE C

This room is a free-for-all. Quickly run from one chest to another, grabbing all of the goodies.



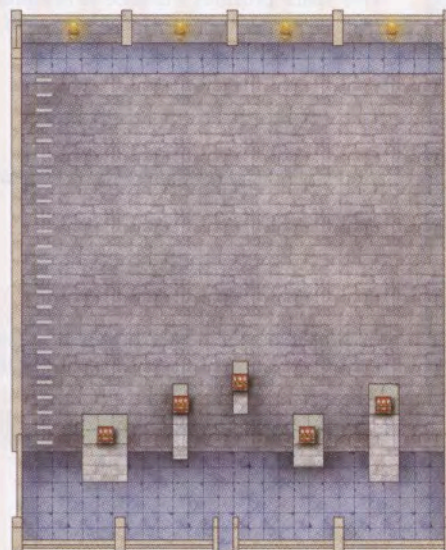
TREASURE TROVE D

The floor is icy in this room—plan your routes accordingly.



TREASURE TROVE E

You will need to line up your falls on this level. Use the grids on the floor and the level above to make things easier.



FORTUNA T 'N' T BOARD

TURNS: 10

REWARDS: Mini medal, edged boomerang

INN: None

Take the steps to the far left inside the Fortuna casino to find the first T 'n' T board. This board is pretty straightforward. There are no treasure trove or dungeon spaces and it is only one level.



Village Shop

ITEM	COST	DESCRIPTION
Medicinal herb	8	Restores a little of party member's HP
Antidotal herb	10	Cures party member of poison
Rockbomb shard	450	Hits enemy with a big bang
Paxa Punch	600	Doubles party member's strength

Possible Item Finds When Examining Ground

1-9 gold coins	20-150 gold coins	antidotal herb
chimaera wing	leather hat	medicinal herb
monster munchies	oaken club	pot lid
seed of agility	seed of life	seed of magic
seed of strength	wayfarer's clothes	

VENTUNO T 'N' T BOARD

TURNS: 18

REWARDS: Lacy bustier, prayer ring

INN: 50 gold coins

Take the steps on the north end of the Ventuno casino down to find the Ventuno T 'n' T board.

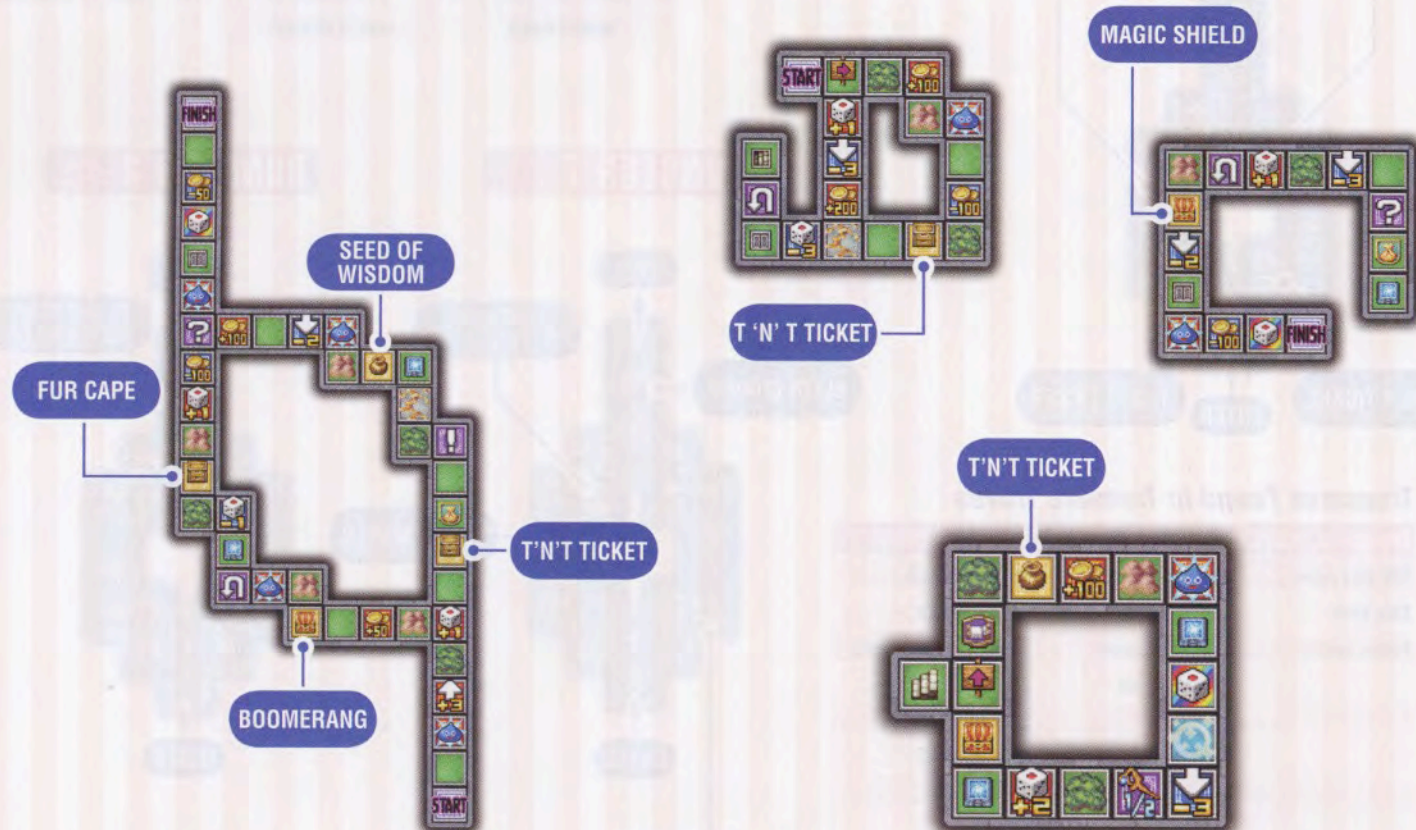


Village Shop

ITEM	COST	DESCRIPTION
Medicinal herb	8	Restores a little of party member's HP
Antidotal herb	10	Cures party member of poison
Magic water	120	Recovers a party member's MP
Paxa Punch	600	Doubles party member's strength
Top hat	2000	Helmet, defence +20

Possible Item Finds when Examining Ground

5-12 gold coins	80-200 gold coins	antidotal herb
chimaera wing	holy water	leather shield
mini medal	paring knife	Paxa Punch
pointy hat	pot lid	tombola ticket
tortoise shell	wayfarer's clothes	



T 'N' T SPRING BOARD

URNS: 23

REWARDS: Happy hat, miracle sword

INN: 100 gold coins

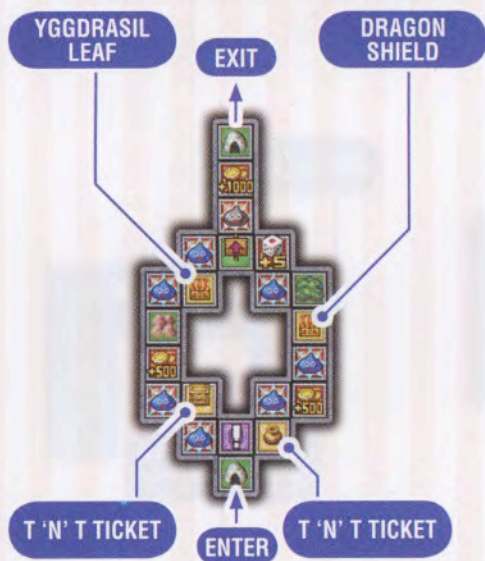
Northwest of Faerie Lea, you discover a small piece of land surrounded by water. Here is where the Winter Palace once sat. Now it has been turned into a T 'n' T board.



Village Shop

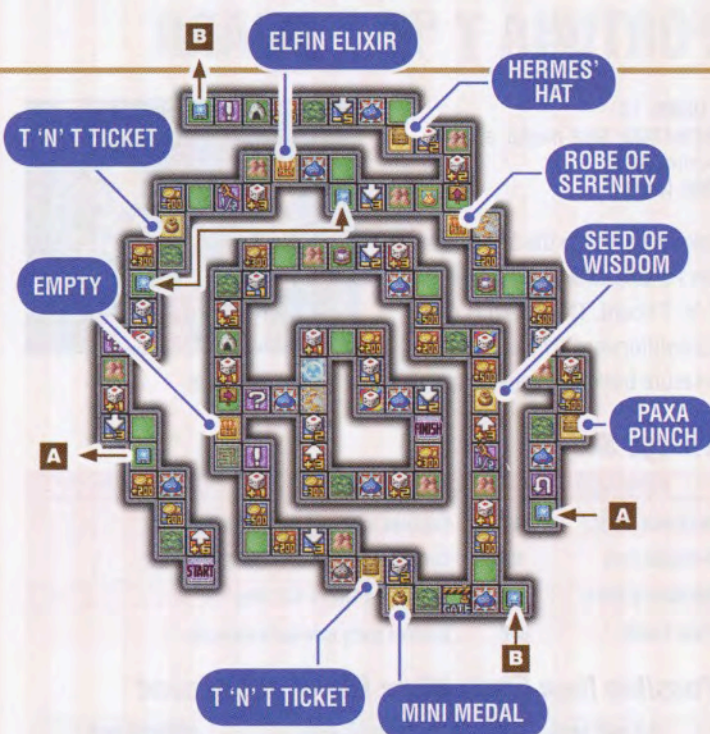
ITEM	COST	DESCRIPTION
Medicinal herb	8	Restores a little of party member's HP
Antidotal herb	10	Cures party member of poison
Paxa Punch	600	Doubles party member's strength
Boxer shorts	10	Armour, defence +15
Faerie foil	7700	Weapon, attack +85

DUNGEON 1



Treasures Found in Treasure Troves

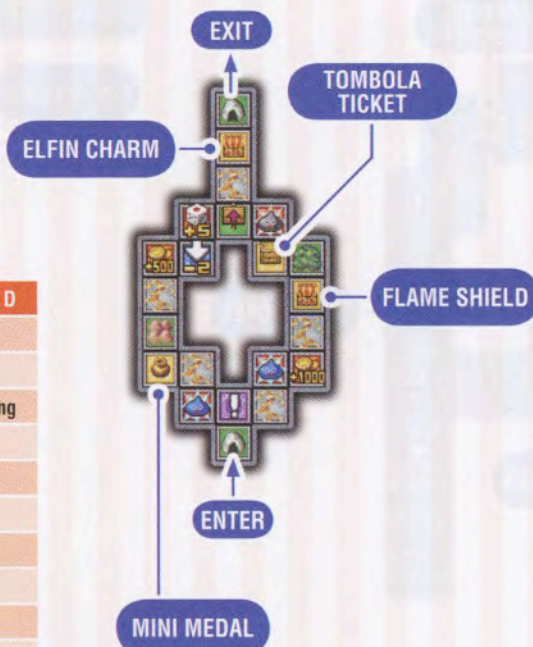
TREASURE TROVE A	TREASURE TROVE B	TREASURE TROVE D
855 gold coins	1530 gold coins	2610 gold coins
Elfin elixir	Boxer shorts	Antidotal herb
Poison needle	Seed of wisdom	Flametang boomerang
	Thinking cap	Magic shield
		Medicinal herb
		Mini medal x2
		Paring knife
		Pot lid
		Seed of life
		Siren sword
		T 'n' T ticket (x2)
		Tombola ticket
		Yggdrasil leaf



Possible Item Finds when Examining Ground

20-50 gold coins	400-600 gold coins	antidotal herb
cherub chime	elfin elixir	hairband
holy water	moonwort bulb	musk
poison moth knife	seed of agility	seed of life
seed of magic	seed of strength	

DUNGEON 2



DUNGEON 3



NADIRIA T 'N' T BOARD

URNS: 25

REWARDS: Sands of time, T 'n' T free pass, mini medal

INN: 300 gold coins (250 in dungeon 1, 200 in dungeon 3)

Find an old dungeon of Nadiria south of Mt. Zugzwang. Inside this building on the second floor is the Nadiria T 'n' T board.

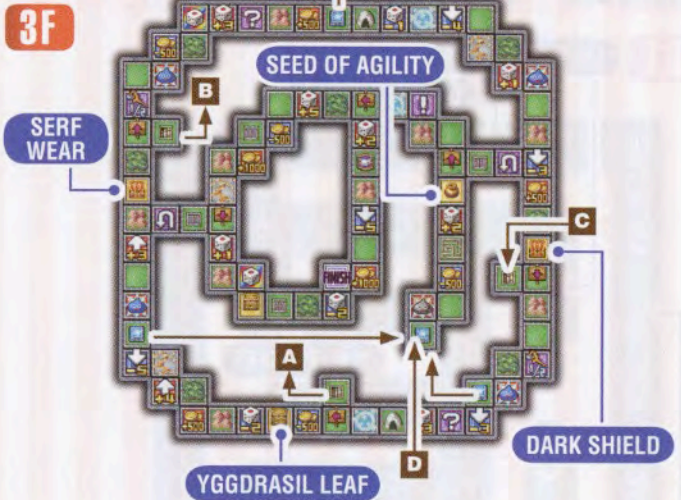
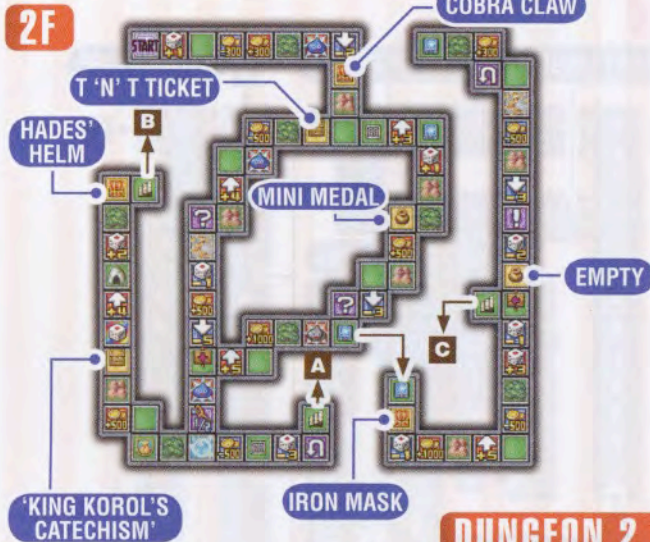


Village Shop

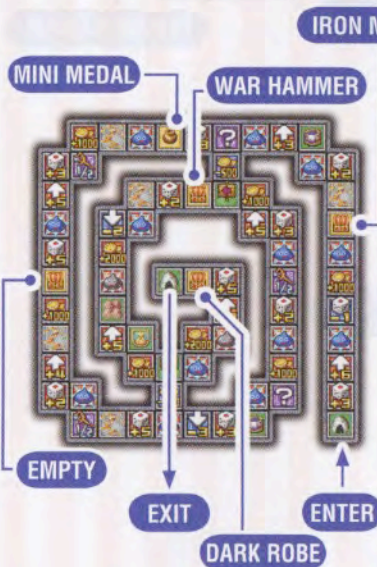
ITEM	COST	DESCRIPTION
Paxa Punch	600	Doubles party member's strength
Dieamend	300	Takes fall in place of bearer
Double-edged sword	3300	Weapon, attack +99
Ruinous shield	4200	Shield, defence goes to 0
Kamikazee bracer	500	Explodes when wearer dies, damaging the enemy

Possible Item Finds when Examining Ground

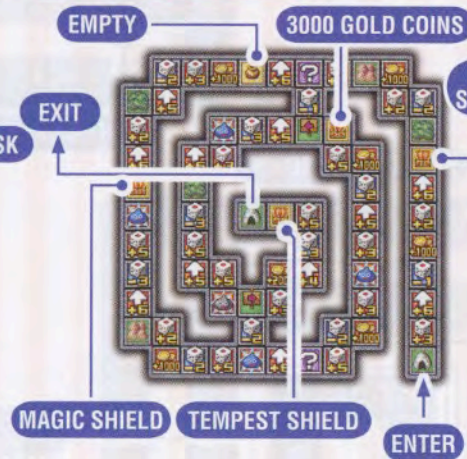
20-80 gold coins	500-800 gold coins	boxer shorts
dieamend	falcon knife earrings	Hela hammer
hell sabre	holy water	kamikazee bracer
magic water	monster munchies	powjamas
saw blade	serf wear	



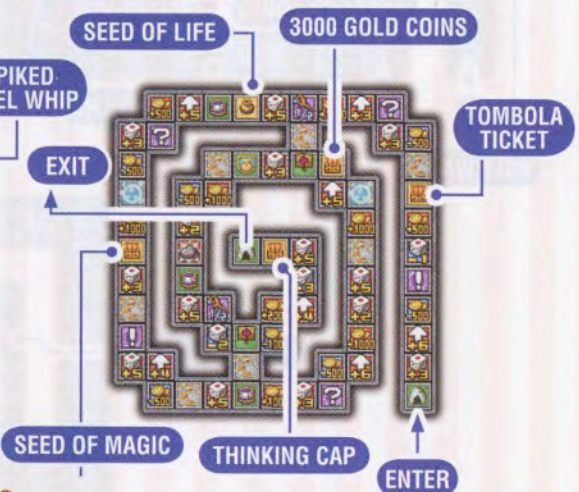
DUNGEON 1



DUNGEON 2



DUNGEON 3



Treasures Found in Treasure Troves

TREASURE TROVE B	TREASURE TROVE C	TREASURE TROVE A	TREASURE TROVE D
3050 gold coins	20300 gold coins	1000 gold coins	5590 gold coins
Elfin elixir	Flowing dress	Hell sabre	Cobra claw
Hades' helm	Mini medal	Mini medal	Falcon blade
Mini medal	T 'n' T ticket	Staff of salvation	King Korol's Catechism
		T 'n' T ticket	

STARK RAVING T 'N' T BOARD

URNS: 70

REWARDS: Starkers joins party

INN: 300 gold coins (500 in dungeons)

You do not have access to Stark Raving T 'n' T board until you finish the main game and enter the mysterious dungeon. Take the far east stairs on B1 to find the board.

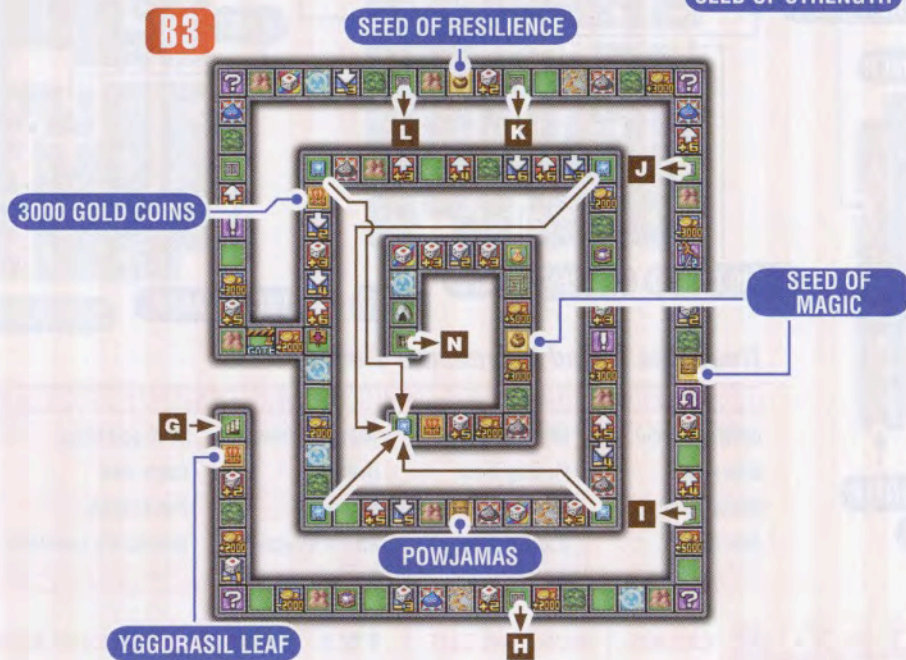
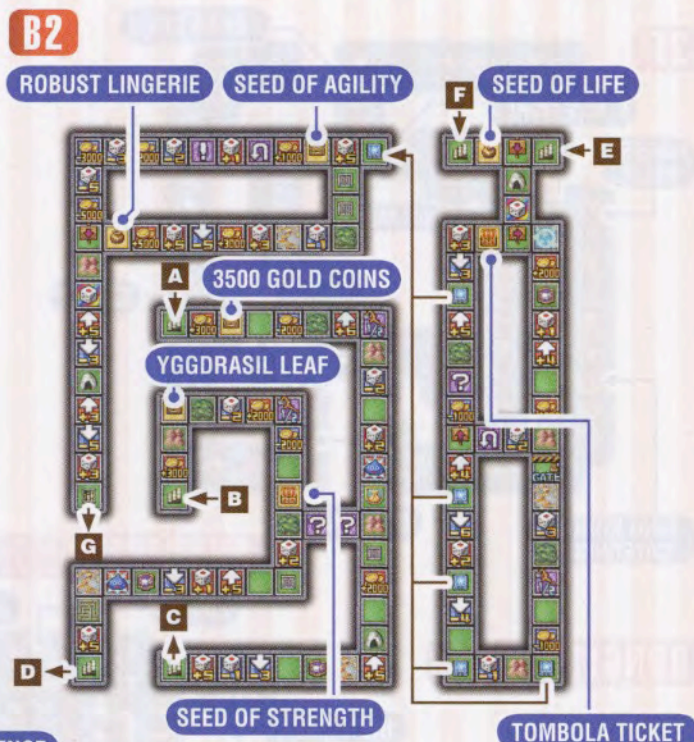


Village Shop

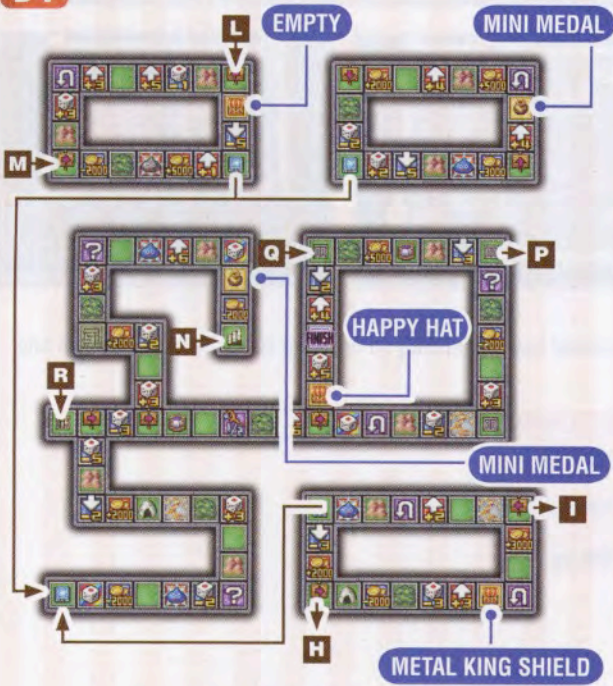
ITEM	COST	DESCRIPTION
Dieamend	300	Can take the fall in place of its bearer
Prayer ring	2500	Recovers MP when used
Flail of destruction	50000	Weapon, attack +125
Dark robe	16000	Armour, defence +55
Meteorite bracer	6500	Accessory, agility x2

Possible Item Finds when Examining Ground

20-80 gold coins	500-800 gold coins	demon spear
devil armour	hades' helm	mini medal
paxa Punch	seed of agility	seed of resilience
seed of life	seed of magic	seed of strength
seed of wisdom	staff of resurrection	tombola ticket



B4



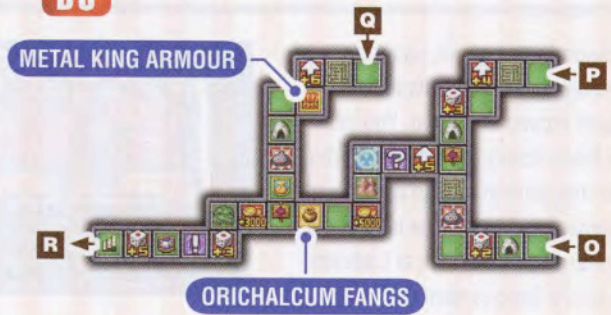
DUNGEON 1



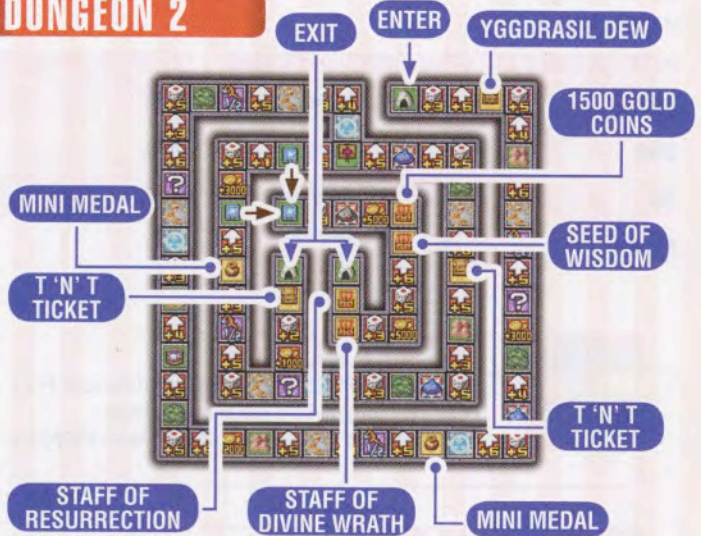
Treasures Found in Treasure Troves

TREASURE TROVE C	TREASURE TROVE A	TREASURE TROVE E	TREASURE TROVE D	TREASURE TROVE B
10 gold coins	15000 gold coins	Falcon blade	42 gold coins	Golden tiara
Kamikazee bracer		Mini medal x2	Mini medal x10	Mini medal
Mini medal		Sacred armour	Power shield	Prayer ring
Silver shield		Seed of resilience	Tombola ticket x12	T 'n' T ticket
Yggdrasil dew				Yggdrasil leaf

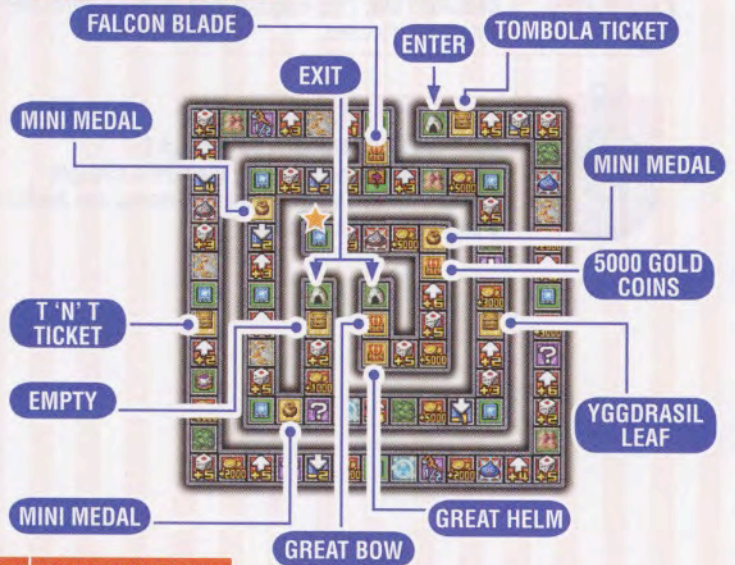
B5



DUNGEON 2



DUNGEON 3



★ ALL OTHER WARPS LEAD TO THIS ONE.

THE TOMBOLA

Throughout the game, you may sometimes find Tombola tickets hidden around the world. You can use these tickets in Lodestar Harbour. Take the stairs in the inn down to the basement and talk to the lady at the counter to try your luck at Lodestar Harbour's famous tombola.



Say "Yes" to give her one of your tickets. She then spins the drum, which drops out a colored ball. Depending on the color of the ball, you will win one of the following:

BALL COLOR	PRIZE CATEGORY	PRIZE
Gold	Special Prize	Loyalty card
Silver	1	Prayer ring
Red	2	Paxa Punch
Blue	3	Rockbomb shard

BALL COLOR	PRIZE CATEGORY	PRIZE
Green	4	T 'n' T ticket
White	5	Tombola ticket
Black	N/A	Nothing



LOYALTY CARD

BALL COLOR/PRIZE CATEGORY: Gold/Special Prize

EFFECT: Item; gives a discount in shops

DESCRIPTION: The perfect card for keen shoppers.



PRAYER RING

BALL COLOR/PRIZE CATEGORY: Silver/1

EFFECT: Accessory; recovers MP

DESCRIPTION: This religious ring recovers some MP whenever it's used.



PAXA PUNCH

BALL COLOR/PRIZE CATEGORY: Red/2

EFFECT: Item; doubles party member's strength

DESCRIPTION: This powerful pick-me-up can double a party member's strength.



ROCKBOMB SHARD

BALL COLOR/PRIZE CATEGORY: Blue/3

EFFECT: Item; hits enemy with big bang

DESCRIPTION: This volatile volcanic fragment blows up with a big bang when hurled at the enemy.



T 'N' T TICKET

BALL COLOR/PRIZE CATEGORY: Green/4

EFFECT: Item; allows play of a T 'n' T board

DESCRIPTION: Take the treasure, but tiptoe around those trapdoors to touch the winning tile!



TOMBOLA TICKET

BALL COLOR/PRIZE CATEGORY: White/5

EFFECT: Item; gives another try at tombola

DESCRIPTION: Roll on up for the roly-poly game of risk with better prizes than a rollover draw!

THE KNICK-KNACKATORY

Once you have a ship with access to the central body of water, you can visit the Knick-knackatory. It is located on a small island just south of the middle continent.



When you first go there, you meet the late museum curator, Old Man Nick Knack. He would love to see the finest of souvenirs that is hidden in King Dominicus's Dominion.



THE FINEST OF SOUVENIRS

Head to Dominicus's Dominion and talk to King Dominicus about a rare treasure hidden in his castle. He gave it to the lady at the inn, so head over there and talk to her behind the counter. She passed it on to the chap in the bank. Next, talk to the man in front of the bank counter and he tells you he dumped the thing outside.



Leave the castle and find a big medal just east of the building. Examine it to find out it is a **maxi medal** and has trapped a slime underneath. Rescue the slime and it gives you the medal.



Return to the Knick-knackatory and show the old man the medal. He relinquishes the museum in return. Now you can display the knick-knacks that you have collected.

DISPLAYING YOUR KNICK-KNACKS

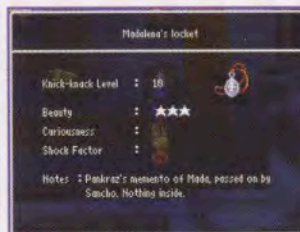
Enter the museum and talk to Nick to receive the **chamois**. This can be used to polish your knick-knacks. You now have access to an inn inside the museum—just talk to the man behind the counter.



Work at Night Only

Add, remove, and clean the knick-knacks only at nighttime. Simply use the Tick-tock spell to change the time of day.

Walk up to a pedestal, press the A button, and select which knick-knack you want to display. Press the A button in front of a displayed knick-knack in order to view its stats. If you want to remove an item, you will have the option to do so after viewing the stats and pressing the A button, then select "Yes" when prompted and press the A button again. To polish a knick-knack, find the chamois in your inventory and select the "Use" option while standing in front of the knick-knack you wish to polish. Some items can even improve once cleaned.



SIDE QUESTS & MINI-GAMES

CASINOS

BRUISE THE OOZE

T 'N' T

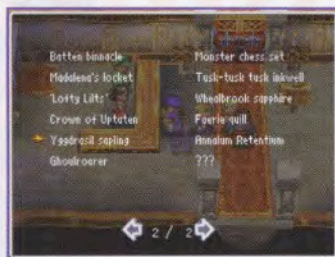
TOMBOLA

THE KNICK-KNACKATORY

MINI MEDALS

COMPLETING THE COLLECTION

Once you have knick-knacks displayed, you can talk to Sue Veneer at the front desk. She mentions a rating that goes with each knick-knack. She also lists the ratings of each piece so that you don't need to walk up to each one to view its rating. Choose "No" to looking at the ratings to get hints about any knick-knack you don't have yet.



The basement has five pedestals.

There are four floors to the museum: the basement, main floor, and two upper floors. The nicer knick-knacks should be displayed on the upper two floors. The basement has five pedestals.



The first floor has 12 pedestals.



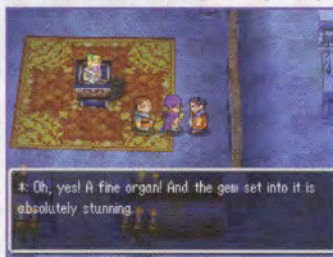
The second floor has eight pedestals.



The third floor only has one pedestal.
















After the guy appears to the right of the pedestal on the third floor, he tells you about any item you place on the pedestal.

At night, enter the office behind the front counter and talk to Nick. If you have done well enough, he gives you a share of the admission profits.



Knick-knack Ratings

Knick-Knack	Level	Beauty	Curiousness	Shock Factor	How to Obtain	Note
Whealbrook sapphire	9	10	-	3	Lofty Peak, give Whealbrook bluestone to the smith in one of the elder's house	
Zizzwizz Pillow	3	2	8	-	Roundbeck, stay two nights, then talk to innkeeper	Use to put an enemy to sleep
Toff's tea set	4	2	2	-	Uptaten, collect teapot, teacup, tray	
Toff's tea set (version 2)	8	5	-	-	Polish toff's tea set	
Crown of Uptaten	20	8	-	-	Uptaten, at night take the polished toff's tea set to Count Uptaten and trade for Crown	Helmet, defense +30
Blooming branch	8	5	-	-	Whealbrook, receive after visiting Faerie Lea; if you displayed it on table and forgot to get it back, you can return to Whealbrook later and find the branch in basement of Sancho's house	
Marital organ	7	5	3	-	Received from Harry after his wedding	
Marital organ (version 2)	25	8	3	-	Use the Whealbrook sapphire on organ	
Crude image	4	3	-	-	Heaven's Above Abbey	Accessory, luck +15
Slime curio	13	-	9	4	Fortuna, Curiosity Shop after purchasing Big Book of Beasts	Armour, defense +50
Ship in a bottle	5	5	-	-	Lodestar Harbour, purchase for 1000G from man at dock after learning Zoom	
Terrorcrow	4	-	3	10	Hay, examine scarecrow, enter nearby building and talk to man inside, examine scarecrow again	
Zoomshine	8	2	3	-	Zoomingale, talk to old man in room behind church and say "no," at night talk to man in room northwest of church, talk to Professor Toilen Trubble	
Honey buns	3	3	7	-	Mostroferrato, after hero's wedding	
Scintillating sinter	7	2	3	-	Stockenbarrel, trade desert rose with man in well	
Desert rose	5	7	-	1	Helmnaptran desert, talk to man in basement of the inn, then find in desert	
Chocolate medallium	3	1	5	-	Dominicus's Dominion, after getting maxi medal, talk to innkeeper and buy for 480G	

KNICK-KNACK		LEVEL	BEAUTY	CURIOSNESS	SHOCK FACTOR	HOW TO OBTAIN	NOTE
	Maxi medal	15	3	6	-	Dominicus's Dominion	Shield, defense +40
	Batten binnacle	9	5	-	-	Battenberg, talk to the boy next to the bridge and then talk to old lady below armour shop	Use to show location
	Monster chess set	9	7	-	8	Gotha, speak with man in bar, then examine bar	
	“Lofty Lilts”	9	9	-	-	Lofty Peak, talk to woman in Madalena's room	
	Yggdrasil sapling	6	3	-	-	Zenithia, talk to woman in residential area	
	Yggdrasil sapling (version 2)	20	5	-	-	Use aspersorium on sapling	Receive Yggdrasil leaf
	Annalium Retentium	12	3	1	10	Precaria, talk to monster on mill catwalk	
	Scuttlebutt Alledger	1	-	9	8	Scuttlebutt, inn counter	
	Forget-me-Knot flag	2	2	8	-	Knot Welcome Inne, stay at inn with group of four, then talk to innkeeper behind counter	
	Ghoulroarer	9	-	3	9	Mt Zugzwang 3F	
	Tusk-tusk tusk inkwell	10	1	1	4	Northminster, talk to scholar	
	Faerie quill	9	5	-	-	After completing the game, in the Faerie Palace examine the right painting on the second floor. Talk to Pankraz in house on other side of Lofty Peak. Speak to the scholar in east room of the Faerie Palace. Speak to woman in library at Faerie Lea to get faerie quill.	
	Madalena's locket	10	3	-	-	Given to hero by Sancho	
	Madalena's locket (version 2)	25	7	-	-	After completing the game and obtaining the faerie quill, take the quill and tusk-tusk tusk inkwell to the Faerie Palace and again enter the right painting on the second floor. Talk to Pankraz and the artist with him, Remembrandt, in the back house. Talk to the innkeeper and then head to Madalena's room and use a T 'n' T ticket on the guard. Leave the Faerie Palace, then go back and re-enter the picture. Talk to Remembrandt to get the quill and inkwell back.	
	Catas Trophy	30	6	3	10	Defeat Estark within 15 turns	

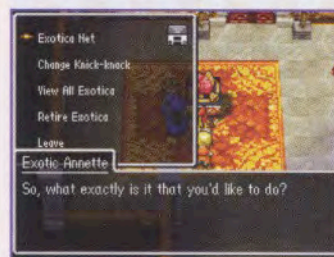
EXOTICA NET EXPO

Take the other set of stairs down to the basement to find Exotic Annette and a church where you can save your game. Talk to Exotic Annette to learn about Exotica Net. Here, you can create your own Exotica for others to see.



First, you need to create an Exotica for display. Talk to Annette to have her walk you through the creation process. Begin by selecting a shape from the 64 types available. As you progress through your knick-knack collection, more types become available.

Then, you must give it a name, a locality, a price, and an explanation. These are all displayed with the Exotica. Now you can enter Exotica Net to trade with others. Select Exotica Net from Annette's menu and proceed through a few screens, including saving your game. At this point, you are in Chance Encounter mode. If you are near someone else in Chance Encounter mode, you will swap Exotica—don't worry though; your Exotica still remains on your pedestal. Any acquired items become displayed in the big room to the north.



You can change your Exotica at any time by talking to Annette and selecting the Change Knick-knack option. You can also view all of your Exotica or remove one from display.

MINI MEDALS

As you progress through the game, be on the lookout for mini medals. Search for them inside drawers, chests, clay jars, and even on the ground. Once you get a boat in the middle waters, you find King Dominicus's Dominion on a small island in the far south central area. You can exchange the mini medals with him for rewards. The following table lists the rewards you receive as you turn in the mini medals.



#	REWARD	DESCRIPTION
12	Powjamas	Nifty nightwear for soldiers who are spoiling for a scrap even in their sleep!
17	Glombolero	This curious garment sometimes absorbs MP from enemy spells.
23	Miracle sword	Replenishes its bearer's HP with each attack...miraculously!
28	Sacred armour	Blessed is he who wears this armour, for he shall regain health as he does battle!
35	Falcon blade	Equip this super-swift sword to strike twice in a single turn.
50	Metal king shield	A shockproof shield that gives pesky spells a hard time hitting home!

Refer to the following images and descriptions to collect enough mini medals to obtain all of King Dominicus's rewards.



- 1 ROUNDBECK:** Bar basement in bottom pot (talk to the bartender and say "No" to get her to open the door).



- 2 COBURG CASTLE:** After receiving key to Coburg, inside pot in storage room above warp.



- 3 LODESTAR HARBOUR:** Inside dresser in Ogar's room.



- 4 LODESTAR HARBOUR:** Lying in flowers on side of church.



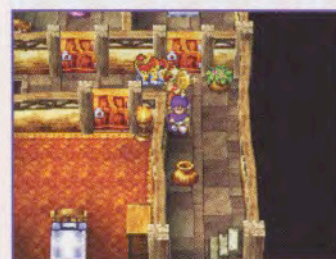
- 5 HAY:** Inside left pot in house at center of town; just right of bridge.



- 6 HAY:** Upstairs in Bailiff's house inside left pot.



- 7 SCARY LAIR:** Lying on ground next to pile of bones southeast of entrance.



- 8 ZOOMINGALE:** Second floor of inn, inside top pot.



- 9 ZOOMINGALE:** East of the church in the left pot (go down the stairs).



- 10 SCUTTLEBUTT:** Inside well.



- 11 TUNNEL SOUTH OF ZOOMINGALE:** Chest in east arm of tunnel (this tunnel is just south of Scuttlebutt).



- 12 MONSTROFERRATO:** Found in the dresser at Crispin's house, first floor.



- 13 STOCKENBARREL:** Inside barrel in far corner of bar.



- 14 STOCKENBARREL:** Search the graves at the northern end of town.



- 15 VENTUNO CASINO:** Barrel located at stern of ship on main deck.



- 16 VENTUNO CASINO:** Inside barrel at bottom end of gambling area in a walled off section that's only reachable by stairs.



- 17 THE KNICK-KNACKATORY:** Right barrel in basement.



- 18 OASIS:** Inside pot in old man's tent.



- 19 HELMUNAPTRA:** Garden of Tranquility at bottom of castle, inside well.



- 20 MT. BATTEN PASS:** Pot on level above inn.



- 21 MT. BATTEN PASS:** In chest on west side.



- 22 MT. BATTEN:** Inside chest in western side of cave.



- 23 BATTENBERG:** Inside barrel in middle room below weapon and armour shops.



- 24 GOTHA PATH:** Mimic on northeast side of F9.



- 25 GOTHA PATH:** Chest on southern side of F9.



- 26 GOTHA PATH:** Mimic northeast side of F4.



- 27 GOTHA PATH:** Chest northeast side of F4.



- 28 GOTHA PATH:** Chest outside of F4.



29 **GOTHA PATH:** Mimic on F8.



30 **GOTHA PATH:** Outside caves, from man who found items (answer no to his questions to get the mini medal).



31 **GOTHA:** Balcony outside guest's quarters on F4.



32 **GOTHA:** In a closet east of the stairs on F2.



33 **GOTHA:** Northwest corner of F1 in second pot from left.



34 **RITE OF PASSAGE:** Northeast side of B1 in chest.



35 **KNIGHTMARE TOWERS:** Western side of F2 in left pot.



36 **KNIGHTMARE TOWERS:** Mimic inside teleportal room on F3.



37 **KNIGHTMARE TOWERS:** Pot inside teleportal room on F3.



38 **KNIGHTMARE TOWERS:** Mimic on eastern side of F4.



39 **KNIGHTMARE TOWERS:** Right chest on western side of F8.



40 **THE PORGIE ESTATE:** Sail to the small island in the southeast; in right closet of parent's room.



41 **MOOT POINT SHRINE:** In basement closet.



42 **ESTUARY SANCTUARY:** Chest located on a small island in northeastern side of cave.



43 **LOFTY PEAK:** Back side of Lofty Peak, in a closet inside couple's home.



44 **MANTLEPLACE:** Southwest chest on B3.



45 **STAIRWAY TO ZENITHIA:** Chest on F5 (outside) between the towers.



46 **THE DIGGERY POKERY:** Hit the switch in the northwest, then ride the cart to this chest on B2.



47 **FORTUNA PRISON:** Once you have the ultimate key, free the middle prisoner and search his cell.



48 **DOMINICUS'S DOMINION:** Once you have the ultimate key, top chest in basement.



- 49 DOMINICUS'S DOMINION:** Once you have the ultimate key, bottom chest in basement.



- 50 NEVERGLADE:** Inside the cabin in a pot; north from the forest entrance



- 51 ZENITHIA:** Inside dresser, in residential area.



- 52 TALON TOWER:** In chest on right side of F5.



- 53 TALON TOWER:** Mimic on B3, from the western steps on B2.



- 54 TALON TOWER:** Chest on B3, from the western steps on B2.



- 55 PRECARIA:** Inside barrel at north end of town.



- 56 MT ZUGZWANG:** F4 (section C), in room below northern F5.



- 57 MT ZUGZWANG:** F4 (section D), in slider room.



- 58 MT ZUGZWANG:** Mimic on south side of F4 (section E).



- 59 ESTARK'S LABYRINTH:** Chest on south side of B1.



- 60 ESTARK'S LABYRINTH:** Mimic on northeast side of B1.



- 61 ESTARK'S LABYRINTH:** Mimic in small chamber above B3 on B2.



Many others can be acquired via the T 'n' T boards.

- Fortuna T 'n' T Board: Reward for reaching finish.
- Ventuno T 'n' T Board: Possible find when examining ground.
- T 'n' T Spring Board: Found in pot on main board.
- T 'n' T Spring Board: Found in pot in dungeon 1.
- T 'n' T Spring Board: Found in pot in dungeon 2.
- T 'n' T Spring Board: Two found in one of treasure troves.
- Nadiria T 'n' T Board: Reward for reaching finish.
- Nadiria T 'n' T Board: Found in pot on main board.
- Nadiria T 'n' T Board: Found in pot in dungeon 1.
- Nadiria T 'n' T Board: Five found in treasure troves.

- Stark Raving T 'n' T Board: Possible find when examining ground.
- Stark Raving T 'n' T Board: Two found in pot on level B4 of board.
- Stark Raving T 'n' T Board: Two found in pot in dungeon 1.
- Stark Raving T 'n' T Board: Found in pot in dungeon 2.
- Stark Raving T 'n' T Board: Three found in pots in dungeon 3.
- Stark Raving T 'n' T Board: Fourteen can be found in treasure troves.

Several monsters drop mini medals. They include: 50, cannibox; 78, mimic (mimics always drop mini medals, so they are included in list); 59, urnexpected; 65, liquid metal slime; 93, frighturn; 107, admirer; 144, metal king slime; 155, wrecktor; Merry Man

Weapons

TYPE: Clubs & Swords



Cypress stick

Attack: +2

BUY 10 SELL 5

Party Members Who Can Equip

HERO	BIANCA	NERA
✓		
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE
	✓	

Special: N/A

Locations: Whealbrook weapon shop



Oaken club

Attack: +9

BUY 60 SELL 30

Party Members Who Can Equip

HERO	BIANCA	NERA
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE
✓	✓	

Special: N/A

Locations: Lodestar Harbour weapon shop



Copper sword

Attack: +13

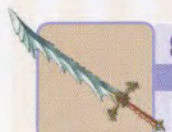
BUY 270 SELL 135

Party Members Who Can Equip

HERO	BIANCA	NERA
✓		
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE
	✓	✓

Special: N/A

Locations: Whealbrook weapon shop, Roundbeck weapon shop, Faerie Lea shop, Coburg weapon shop



Saw blade

Attack: +27

BUY 1200 SELL 600

Party Members Who Can Equip

HERO	BIANCA	NERA
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE
	✓	

Special: N/A

Locations: Zoomingale weapon shop, Helmunaptra weapon shop



Steel broadsword

Attack: +33

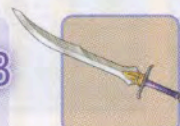
BUY 2000 SELL 1000

Party Members Who Can Equip

HERO	BIANCA	NERA
✓		
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE
✓		✓

Special: N/A

Locations: Coburg weapon shop, Lodestar Harbour weapon shop, Zoomingale weapon shop, Mostroferrato weapon shop, Stockenbarrel weapon shop



Pankraz's sword

Attack: +40

BUY -- SELL --

Party Members Who Can Equip

HERO	BIANCA	NERA
✓		
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE
	✓	

Special: A treasured keepsake from Pankraz




Locations: Scary lair

Serpent sword

Attack: +42

BUY 3900 SELL 1950

Party Members Who Can Equip

HERO	BIANCA	NERA
		
✓		
DEBORA	BOY	GIRL
		
HARRY	SANCHO	TUPPENCE
		
✓		✓

Special: N/A










Locations: Zoomingale weapon shop, Stockenbarrel weapon shop, Gotha weapon shop

Cautery sword

Attack: +45

BUY 4400 SELL 2200

Party Members Who Can Equip

HERO	BIANCA	NERA
		
✓		
DEBORA	BOY	GIRL
		
HARRY	SANCHO	TUPPENCE
		
	✓	

Special: Use during battle to attack with a flame burst.










Locations: Mostrofferrato weapon shop, Stockenbarrel weapon shop, Helmunaptra weapon shop, Battenberg weapon shop

Dream blade

Attack: +55

BUY 6300 SELL 3150

Party Members Who Can Equip

HERO	BIANCA	NERA
		
✓		
DEBORA	BOY	GIRL
		
HARRY	SANCHO	TUPPENCE
		
	✓	✓

Special: A soporific sword that sometimes sends enemies to sleep.

Locations: Battenberg weapon shop, Gotha weapon shop, Lofty Peak weapon shop

Falcon blade

Attack: +67

BUY -- SELL 17500

Party Members Who Can Equip

HERO	BIANCA	NERA
		
DEBORA	BOY	GIRL
		
✓		
HARRY	SANCHO	TUPPENCE
		
		✓

Special: Equip this super-swift sword to strike twice in a single turn.










Locations: King Dominicus's Dominion (mini medals), Nadiria T'n' T board (treasure trove)

Siren sword

Attack: +70

BUY 9800 SELL 4900

Party Members Who Can Equip

HERO	BIANCA	NERA
		
✓	✓	✓
DEBORA	BOY	GIRL
		
✓		
HARRY	SANCHO	TUPPENCE
		
		✓

Special: This baffling blade occasionally sends the enemy into a state of confusion.








Locations: Lofty Peak weapon shop

Icicle dirk

Attack: +70

BUY 9000 SELL 4500

Party Members Who Can Equip

HERO	BIANCA	NERA
		
DEBORA	BOY	GIRL
		
HARRY	SANCHO	TUPPENCE
		

Special: Use during battle for a Crack attack, equippable only by some monsters.

Locations: Lofty Peak weapon shop, Whealbrook weapon shop

Zombiesbane

Attack: +80

BUY 11500 SELL 5750

Party Members Who Can Equip

HERO	BIANCA	NERA
		
✓		
DEBORA	BOY	GIRL
		
HARRY	SANCHO	TUPPENCE
		
		✓

Special: A fine choice for dealing devastating damage to the undead.










Locations: Whealbrook weapon shop

Faerie foil

Attack: +85

BUY 7700 SELL 3850

Party Members Who Can Equip

HERO	BIANCA	NERA
		
	✓	✓
DEBORA	BOY	GIRL
		
✓		
HARRY	SANCHO	TUPPENCE
		
		✓

Special: Use during battle to raise the user's defence.










Locations: Neverglade, T'n' T Spring board (shop)

Dragonsbane

Attack: +90

BUY 15000 SELL 7500

Party Members Who Can Equip

HERO	BIANCA	NERA
		
✓		
DEBORA	BOY	GIRL
		
HARRY	SANCHO	TUPPENCE
		
	✓	✓

Special: This blade inflicts increased damage on dragons.

Locations: Whealbrook weapon shop, Precaria weapon shop



Massacre sword

Attack: +95

BUY -- SELL 375

Party Members Who Can Equip

HERO	BIANCA	NERA
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE

Special: Equipping this sword puts a curse on the user. You can unequip it.

Locations: Estark's Labyrinth



Double-edged sword

Attack: +99

BUY 3300 SELL 1650

Party Members Who Can Equip

HERO	BIANCA	NERA
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE

Special: Equipping this sword puts a curse on the user. You can unequip it.

Locations: Mt Zugzwang 3F, Nadiria T 'n' T board (shop)



Miracle sword

Attack: +100

BUY -- SELL 4750

Party Members Who Can Equip

HERO	BIANCA	NERA
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE

Special: Replenishes its bearer's HP with each attack...miraculously!

Locations: King Dominicus's Dominion (mini medals), T 'n' T Spring board reward



Blizzard blade

Attack: +105

BUY 21000 SELL 10500

Party Members Who Can Equip

HERO	BIANCA	NERA
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE

Special: Hard to aim, but this blade really hurts when it connects.

Locations: Precaria weapon shop



Zenithian sword

Attack: +110

BUY -- SELL --

Party Members Who Can Equip

HERO	BIANCA	NERA
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE

Special: Use during battle to neutralise all magic.

Locations: Whealbrook cave



Hell sabre

Attack: +120

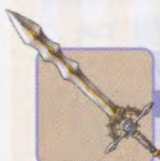
BUY -- SELL 150

Party Members Who Can Equip

HERO	BIANCA	NERA
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE

Special: Only equipable by some monsters.

Locations: Estark's Labyrinth, Nadiria T 'n' T board (treasure trove and possible find when searching)



Metal king sword

Attack: +130

BUY -- SELL --

Party Members Who Can Equip

HERO	BIANCA	NERA
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE

Special: N/A

Locations: Fortuna/Ventuno casino (50000 tokens)

TYPE: Staves



Staff of salvation

Attack: N/A

BUY -- SELL 3000

Party Members Who Can Equip

HERO	BIANCA	NERA
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE

Special: Use during battle to recover one party member's HP. No one can equip.

Locations: Diggery Pokery



Oaken staff

Attack: +9

BUY 130 SELL 65

Party Members Who Can Equip

HERO	BIANCA	NERA
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE

Special: N/A

Locations: Whealbrook weapon shop, Roundbeck weapon shop



Iron staff

Attack: +22

BUY 850 SELL 425

Party Members Who Can Equip

HERO	BIANCA	NERA
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE

Special: N/A

Locations: Coburg weapon shop



Lightning staff

Attack: +29

BUY -- SELL 10000

Party Members Who Can Equip

HERO	BIANCA	NERA
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE

Special: Use during battle to hit enemy with lightning bolts.

Locations: Faerie Palace



Staff of divine wrath

Attack: +35

BUY -- SELL 2150

Party Members Who Can Equip

HERO	BIANCA	NERA
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE

Special: Use during battle to cast Woosh.

Locations: Gotha Path 8F



Staff of antimagic

Attack: +40

BUY -- SELL 2000

Party Members Who Can Equip

HERO	BIANCA	NERA
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE

Special: Use during battle for a mysterious mist.

Locations: Mt. Magmageddon B2



Somatic staff

Attack: +55

BUY 2500 SELL 1250

Party Members Who Can Equip

HERO	BIANCA	NERA
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE

Special: This staff draws on its bearer's MP when used to attack.

Locations: Helmunaptra weapon shop, Lofty Peak weapon shop



Stolos' staff

Attack: +60

BUY -- SELL --

Party Members Who Can Equip

HERO	BIANCA	NERA
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE

Special: Use during battle to cure a party member of paralysis.

Locations: Precaria (defeat Merry Man)



Magma staff

Attack: +63

BUY -- SELL --

Party Members Who Can Equip

HERO	BIANCA	NERA
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE

Special: Use during battle to send fire ball at enemy.

Locations: Stairway to Zenithia 8F



Staff of resurrection

Attack: +66

BUY 45000 SELL 22500

Party Members Who Can Equip

HERO	BIANCA	NERA
✓	✓	✓
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE
		✓

Special: Use to resurrect a fallen ally.

Locations: Precaria weapon shop



Dragon staff

Attack: +125

BUY -- SELL --

Party Members Who Can Equip

HERO	BIANCA	NERA
✓		
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE

Special: Use this during battle to transform into a giant dragon.

Locations: Talon Tower 1F

TYPE: Axes



Stone axe

Attack: +20

BUY 700 SELL 350

Special: N/A

Locations: Coburg weapon shop, Lodestar Harbour weapon shop, scary lair

Party Members Who Can Equip

HERO	BIANCA	NERA	DEBORA	BOY	GIRL	HARRY	SANCHO	TUPPENCE
							✓	



Battle-axe

Attack: +45

BUY 4000 SELL 2000

Special: N/A

Locations: Stockenbarrel weapon shop, Helmunaptra weapon shop, Battenberg weapon shop

Party Members Who Can Equip

HERO	BIANCA	NERA	DEBORA	BOY	GIRL	HARRY	SANCHO	TUPPENCE
							✓	

TYPE: Hammers



Giant mallet

Attack: +10

BUY 220 SELL 110

Party Members Who Can Equip

HERO	BIANCA	NERA
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE
	✓	

Special: N/A

Locations: Roundbeck weapon shop



Sledgehammer

Attack: +30

BUY 1800 SELL 900

Party Members Who Can Equip

HERO	BIANCA	NERA
DEBORA	BOY	GIRL
✓		
HARRY	SANCHO	TUPPENCE
	✓	

Special: N/A

Locations: Lodestar Harbour weapon shop, Zoomingale weapon shop, Stockenbarrel weapon shop, Gotha weapon shop



War hammer

Attack: +60

BUY 6500 SELL 3250

Party Members Who Can Equip

HERO	BIANCA	NERA
DEBORA	BOY	GIRL
✓		
HARRY	SANCHO	TUPPENCE
	✓	

Special: N/A

Locations: Lofty Peak weapon shop, Whealbrook weapon shop



Hela's hammer

Attack: +70

BUY -- SELL 300

Special: Hard to aim, but this hammer really hurts when it connects.

Locations: The Mantleplace B4

Party Members Who Can Equip

HERO	BIANCA	NERA	DEBORA	BOY	GIRL	HARRY	SANCHO	TUPPENCE
			✓				✓	

TYPE: Claws



Iron claw

Attack: +19

BUY 550 SELL 275

Party Members Who Can Equip

HERO	BIANCA	NERA
DEBORA	BOY	GIRL
✓		
HARRY	SANCHO	TUPPENCE

Special: N/A

Locations: Roundbeck weapon shop, Hay item shop, Coburg weapon shop



Fire claw

Attack: +53

BUY 4700 SELL 2350

Party Members Who Can Equip

HERO	BIANCA	NERA
DEBORA	BOY	GIRL
✓		
HARRY	SANCHO	TUPPENCE

Special: Use during battle for a fire attack.

Locations: Battenberg weapon shop, Gotha weapon shop



Cobra claw

Attack: +90

BUY -- SELL 1750

Party Members Who Can Equip

HERO	BIANCA	NERA
DEBORA	BOY	GIRL
✓		
HARRY	SANCHO	TUPPENCE

Special: This claw's toxic talons may end up leaving its target poisoned.

Locations: Crocodilopolis

TYPE: Knives



Paring knife

Attack: +6

BUY 50 SELL 25

Party Members Who Can Equip

HERO	BIANCA	NERA
	✓	✓
DEBORA	BOY	GIRL
		✓
HARRY	SANCHO	TUPPENCE

Special: N/A

Locations: Roundbeck weapon shop



Bronze knife

Attack: +12

BUY 150 SELL 75

Party Members Who Can Equip

HERO	BIANCA	NERA
	✓	✓
DEBORA	BOY	GIRL
		✓
HARRY	SANCHO	TUPPENCE
✓		

Special: N/A

Locations: Roundbeck weapon shop



Poison moth knife

Attack: +24

BUY 900 SELL 450

Party Members Who Can Equip

HERO	BIANCA	NERA
	✓	✓
DEBORA	BOY	GIRL
		✓
HARRY	SANCHO	TUPPENCE

Special: This knife may paralyse its target from time to time.

Locations: Stockenbarrel weapon shop, Whealbrook weapon shop

TYPE: Boomerangs



Boomerang

Attack: +15

BUY 420 SELL 210

Party Members Who Can Equip

HERO	BIANCA	NERA
✓		
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE

Special: This winged weapon can be used to attack all enemies at once.

Locations: Roundbeck weapon shop, Faerie Lea shop, Coburg weapon shop, Fortuna weapon shop



Edged boomerang

Attack: +25

BUY 1500 SELL 750

Party Members Who Can Equip

HERO	BIANCA	NERA
✓		
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE

Special: This winged weapon can be used to attack all enemies at once.

Locations: Roundbeck weapon shop, Lodestar Harbour weapon shop, Gotha weapon shop, Fortuna weapon shop



Flametang boomerang

Attack: +65

BUY 13000 SELL 6500

Party Members Who Can Equip

HERO	BIANCA	NERA
✓		
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE

Special: This winged weapon can be used to attack all enemies at once.

Locations: Precaria weapon shop

TYPE: Whips



Thorn whip

Attack: +18

BUY 350 SELL 175

Party Members Who Can Equip

HERO	BIANCA	NERA
	✓	✓
DEBORA	BOY	GIRL
✓		
HARRY	SANCHO	TUPPENCE

Special: This deadly whip can attack a whole group of enemies at once.

Locations: Roundbeck weapon shop



Chain whip

Attack: +28

BUY 1200 SELL 600

Party Members Who Can Equip

HERO	BIANCA	NERA
✓		✓
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE

Special: This deadly whip can attack a whole group of enemies at once.

Locations: Roundbeck weapon shop, Coburg weapon shop, Mostroferrato weapon shop, Fortuna weapon shop



Morning star

Attack: +45

BUY 3000 SELL 1500

Party Members Who Can Equip

HERO	BIANCA	NERA
	✓	✓
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE

Special: This deadly device can attack a whole group of enemies at once.

Locations: Lodestar Harbour weapon shop, Mostroferrato weapon shop, Helmunaotra weapon shop, Battenberg weapon shop



Spiked steel whip

Attack: +65

BUY 7400 SELL 3700

Party Members Who Can Equip

HERO	BIANCA	NERA
	✓	✓
DEBORA	BOY	GIRL
✓		
HARRY	SANCHO	TUPPENCE

Special: This deadly whip can attack a whole group of enemies at once.

Locations: Lofty Peak weapon shop



Gringham whip

Attack: +100

BUY -- SELL 10000

Party Members Who Can Equip

HERO	BIANCA	NERA
	✓	✓
DEBORA	BOY	GIRL
✓		
HARRY	SANCHO	TUPPENCE

Special: This deadly whip can attack a whole group of enemies at once.

Locations: Fortuna/Ventuno casino (250000 tokens)



Flail of destruction

Attack: +125

BUY 50000 SELL 25000

Party Members Who Can Equip

HERO	BIANCA	NERA
✓		
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE

Special: This fearsome flail can be used to attack all enemies at once.

Locations: Estark's Labyrinth, Stark Raving T 'n' T board (shop)

TYPE: Spears



Bamboo spear

Attack: +5

BUY 50 SELL 25

Party Members Who Can Equip

HERO	BIANCA	NERA
✓		
DEBORA	BOY	GIRL
	✓	
HARRY	SANCHO	TUPPENCE
	✓	

Special: N/A

Locations: Whealbrook weapon shop,
Roundbeck weapon shop



Ionospear

Attack: +85

BUY 13500 SELL 6750

Party Members Who Can Equip

HERO	BIANCA	NERA
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE
	✓	

Special: Use during battle for lightning attack.

Locations: Whealbrook weapon shop



Demon spear

Attack: +99

BUY 25000 SELL 12500

Party Members Who Can Equip

HERO	BIANCA	NERA
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE
		✓

Special: If aimed well, this spear can inflict a critical hit.

Locations: Precaria weapon shop

TYPE: Miscellaneous



Poison needle

Attack: +1

BUY 2900 SELL 1450

Party Members Who Can Equip

HERO	BIANCA	NERA
	✓	✓
DEBORA	BOY	GIRL
✓		✓
HARRY	SANCHO	TUPPENCE

Special: If aimed well, this venomous barb can inflict a critical hit.

Locations: Coburg weapon shop, Hay item shop



Chain sickle

Attack: +27

BUY 900 SELL 450

Party Members Who Can Equip

HERO	BIANCA	NERA
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE
✓	✓	

Special: N/A

Locations: Roundbeck weapon shop, Fortuna
weapon shop



Falcon knife earrings

Attack: +35

BUY -- SELL 750

Party Members Who Can Equip

HERO	BIANCA	NERA
	✓	✓
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE
✓		

Special: Equip these knife-like earrings to strike twice in a single turn.

Locations: Fortuna/Ventuno casino (10000
tokens)



Akillics

BUY -- SELL 1750

Special: N/A

Attack: +40

Locations: Debora has akillics equipped

Party Members Who Can Equip

HERO	BIANCA	NERA	DEBORA	BOY	GIRL	HARRY	SANCHO	TUPPENCE
			✓					



Diamond akillics

Attack: +55

BUY -- SELL 16000

Party Members Who Can Equip

HERO	BIANCA	NERA
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE

Special: Nail the enemy twice in a single turn.

Locations: Stairway to Zenithia F4



Great bow

Attack: +110

BUY 37000 SELL 18500

Party Members Who Can Equip

HERO	BIANCA	NERA
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE

Special: N/A

Locations: Precaria weapon shop



Bone stake

Attack: +6

BUY 70 SELL 35

Party Members Who Can Equip

HERO	BIANCA	NERA
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE

Special: Only equippable by some monsters.

Locations: Whealbrook weapon shop



Stone fangs

Attack: +12

BUY 240 SELL 120

Party Members Who Can Equip

HERO	BIANCA	NERA
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE

Special: Only equippable by some monsters.

Locations: Faerie Lea shop, Coburg weapon shop, Fortuna weapon shop



Steel fangs

Attack: +35

BUY 2000 SELL 1000

Party Members Who Can Equip

HERO	BIANCA	NERA
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE

Special: Only equippable by some monsters.

Locations: Coburg Castle, Coburg weapon shop, Zoomingale weapon shop, Mostroferato weapon shop, Helmunaetra weapon shop, Gotha weapon shop



Orichalcum fangs

Attack: +115

BUY -- SELL 9000

Party Members Who Can Equip

HERO	BIANCA	NERA
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE

Special: Only equippable by some monsters.

Locations: Mt Zugzwang

Armour



Rags

Defence: +3

BUY 25 SELL 12

Party Members Who Can Equip

HERO	BIANCA	NERA
✓		
DEBORA	BOY	GIRL
✓		
HARRY	SANCHO	TUPPENCE
✓		

Special: N/A

Locations: Faerie Lea armour shop, Fortuna armour shop



Plain clothes

Defence: +4

BUY 30 SELL 15

Party Members Who Can Equip

HERO	BIANCA	NERA
✓		
DEBORA	BOY	GIRL
✓		
HARRY	SANCHO	TUPPENCE
✓		

Special: N/A

Locations: Roundbeck item shop



Serf wear

Defence: +5

BUY -- SELL 10

Party Members Who Can Equip

HERO	BIANCA	NERA
✓		
DEBORA	BOY	GIRL
✓		
HARRY	SANCHO	TUPPENCE
✓		

Special: N/A

Locations: Crocodilopolis



Handwoven cape

Defence: +6

BUY -- SELL 25

Party Members Who Can Equip

HERO	BIANCA	NERA
✓		
DEBORA	BOY	GIRL
✓		
HARRY	SANCHO	TUPPENCE
✓		

Special: N/A

Locations: Uptaten Towers, Whealbrook



Wayfarer's clothes

Defence: +7

BUY 70 SELL 35

Party Members Who Can Equip

HERO	BIANCA	NERA
✓		
DEBORA	BOY	GIRL
✓		
HARRY	SANCHO	TUPPENCE
✓		

Special: N/A

Locations: Whealbrook cave, Roundbeck armour shop



Silk apron

Defence: +10

BUY 110 SELL 55

Party Members Who Can Equip

HERO	BIANCA	NERA
✓		
DEBORA	BOY	GIRL
✓		
HARRY	SANCHO	TUPPENCE
✓		

Special: N/A

Locations: Roundbeck armour shop, Lodestar Harbour Inn, Mosteroferrato mansion 2F



Leather armour

Defence: +11

BUY 180 SELL 90

Party Members Who Can Equip

HERO	BIANCA	NERA
✓		
DEBORA	BOY	GIRL
	✓	
HARRY	SANCHO	TUPPENCE
✓		✓

Special: N/A

Locations: Roundbeck armour shop, Faerie Lea armour shop



Leather kilt

Defence: +12

BUY 220 SELL 110

Party Members Who Can Equip

HERO	BIANCA	NERA
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE
✓	✓	

Special: N/A

Locations: Faerie Lea armour shop, Fortuna armour shop



Silk robe

Defence: +13

BUY -- SELL 125

Party Members Who Can Equip

HERO	BIANCA	NERA
		✓
DEBORA	BOY	GIRL
		✓
HARRY	SANCHO	TUPPENCE

Special: N/A

Locations: Fortuna



Boxer shorts

Defence: +15

BUY -- SELL 5

Party Members Who Can Equip

HERO	BIANCA	NERA
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE
	✓	

Special: N/A

Locations: Lodestar Harbour, oasis, Gotha



Scale armour

Defence: +15

BUY 350 SELL 175

Party Members Who Can Equip

HERO	BIANCA	NERA
✓		
DEBORA	BOY	GIRL
	✓	
HARRY	SANCHO	TUPPENCE
✓		✓

Special: N/A

Locations: Faerie Lea armour shop



Leather dress

Defence: +17

BUY 380 SELL 190

Party Members Who Can Equip

HERO	BIANCA	NERA
		✓
DEBORA	BOY	GIRL
		✓
HARRY	SANCHO	TUPPENCE

Special: N/A

Locations: Roundbeck armour shop



Fur cape

Defence: +18

BUY 550 SELL 275

Party Members Who Can Equip

HERO	BIANCA	NERA
	✓	✓
DEBORA	BOY	GIRL
		✓
HARRY	SANCHO	TUPPENCE

Special: N/A

Locations: Coburg armour shop



Chain mail

Defence: +19

BUY 500 SELL 250

Party Members Who Can Equip

HERO	BIANCA	NERA
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE
✓		✓

Special: N/A

Locations: Fortuna armour shop



Slime gooniform

Defence: +20

BUY 330 SELL 165

Party Members Who Can Equip

HERO	BIANCA	NERA
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE

Special: Only certain monsters can equip.

Locations: Lodestar Harbour armour shop, Fortuna armour shop



Dancer's costume

Defence: +20

BUY 1300 SELL 650

Party Members Who Can Equip

HERO	BIANCA	NERA

Special: N/A

Locations: Mostroferrato armour shop, Ventuno casino ship



Bronze armour

Defence: +21

BUY 700 SELL 350

Party Members Who Can Equip

HERO	BIANCA	NERA

Special: N/A

Locations: Roundbeck armour shop, Coburg armour shop, Fortuna armour shop



Iron cuirass

Defence: +23

BUY 1000 SELL 500

Party Members Who Can Equip

HERO	BIANCA	NERA

Special: N/A

Locations: Lodestar Harbour armour shop, Fortuna armour shop, Hay item shop, scary lair B2F, Helmnaptra armour shop



Robust lingerie

Defence: +23

BUY -- SELL 2750

Party Members Who Can Equip

HERO	BIANCA	NERA

Special: N/A

Locations: Stark Raving T 'n' T board



Iron armour

Defence: +25

BUY 1200 SELL 600

Party Members Who Can Equip

HERO	BIANCA	NERA

Special: N/A

Locations: Roundbeck armour shop, Fortuna armour shop, Coburg armour shop, Coburg Castle, Lodestar Harbour armour shop



Cloak of evasion

Defence: +28

BUY 3000 SELL 1500

Party Members Who Can Equip

HERO	BIANCA	NERA

Special: The wearer may at times escape an enemy's attack altogether.

Locations: Mostroferrato armour shop, Helmnaptra armour shop



Full plate armour

Defence: +30

BUY 2300 SELL 1150

Party Members Who Can Equip

HERO	BIANCA	NERA

Special: N/A

Locations: Lodestar Harbour armour shop, Zoomingale armour shop, Mostroferrato armour shop



Silk dress

Defence: +30

BUY -- SELL 1400

Party Members Who Can Equip

HERO	BIANCA	NERA

Special: N/A

Locations: Debora has silk dress equipped



Tortoise shell

Defence: +33

BUY 2500 SELL 1250

Party Members Who Can Equip

HERO	BIANCA	NERA

Special: N/A

Locations: Lodestar Harbour item shop, Zoomingale armour shop, Mostroferrato armour shop, Gotha armour shop



Party Members Who Can Equip

HERO	BIANCA	NERA
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE

Special: Calmly curtails the impact of injuries suffered when asleep or paralysed.

Locations: Cataract Caves



Party Members Who Can Equip

HERO	BIANCA	NERA
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE

Special: N/A

Locations: Helmunaptra armour shop, Battenberg armour shop, Gotha



Party Members Who Can Equip

HERO	BIANCA	NERA
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE

Special: This curious garment sometimes absorbs MP from enemy spells.

Locations: King Dominicus's Dominion (mini medals)



Party Members Who Can Equip

HERO	BIANCA	NERA
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE

Special: This armour will help to reduce damage caused by magic. Only certain monsters can equip.

Locations: Battenberg armour shop, Knightmare Towers 2F



Party Members Who Can Equip

HERO	BIANCA	NERA
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE

Special: Only certain monsters can equip.

Locations: Knightmare Towers 5F



Party Members Who Can Equip

HERO	BIANCA	NERA
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE

Special: N/A

Locations: Helmunaptra armour shop, Battenberg armour shop, Gotha armour shop



Party Members Who Can Equip

HERO	BIANCA	NERA
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE

Special: Nifty nightwear for soldiers who are spoiling for a scrap even in their sleep!

Locations: King Dominicus's Dominion (mini medals)



Party Members Who Can Equip

HERO	BIANCA	NERA
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE

Special: N/A

Locations: Gotha armour shop, Lofty Peak armour shop



Party Members Who Can Equip

HERO	BIANCA	NERA
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE

Special: Only certain monsters can equip.

Locations: Battenberg armour shop



Shimmering dress

Defence: +45

BUY 8800 SELL 4400

Party Members Who Can Equip

HERO	BIANCA	NERA
✓	✓	✓
DEBORA	BOY	GIRL
✓	✓	✓
HARRY	SANCHO	TUPPENCE
✓	✓	✓

Special: This diaphanous dress may reflect magic back at the caster.

Locations: Gotha armour shop, Lofty Peak armour shop



Dragon mail

Defence: +50

BUY 7500 SELL 3750

Party Members Who Can Equip

HERO	BIANCA	NERA
✓	✓	✓
DEBORA	BOY	GIRL
✓	✓	✓
HARRY	SANCHO	TUPPENCE
✓	✓	✓

Special: This armour will reduce damage from fire-based attacks.

Locations: Gotha armour shop



Sage's robe

Defence: +50

BUY 12000 SELL 6000

Party Members Who Can Equip

HERO	BIANCA	NERA
✓	✓	✓
DEBORA	BOY	GIRL
✓	✓	✓
HARRY	SANCHO	TUPPENCE
✓	✓	✓

Special: This armour will help to reduce damage caused by magic.

Locations: Lofty Peak armour shop



Flowing dress

Defence: +55

BUY 14800 SELL 7400

Party Members Who Can Equip

HERO	BIANCA	NERA
✓	✓	✓
DEBORA	BOY	GIRL
✓	✓	✓
HARRY	SANCHO	TUPPENCE
✓	✓	✓

Special: A graceful garment that deflects damage from magic- and fire-based attacks.

Locations: Gotha Pass, Faerie Lea armour shop



Spiked armour

Defence: +55

BUY -- SELL 4000

Party Members Who Can Equip

HERO	BIANCA	NERA
✓	✓	✓
DEBORA	BOY	GIRL
✓	✓	✓
HARRY	SANCHO	TUPPENCE
✓	✓	✓

Special: This armour may hold a spiky surprise for the unwary attacker.

Locations: Rite of Passage



Dark robe

Defence: +55

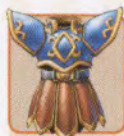
BUY 16000 SELL 8000

Party Members Who Can Equip

HERO	BIANCA	NERA
✓	✓	✓
DEBORA	BOY	GIRL
✓	✓	✓
HARRY	SANCHO	TUPPENCE
✓	✓	✓

Special: This armour will help to reduce damage caused by magic. Only certain monsters can equip.

Locations: Mt Zugzwang 4F-A



Magic armour

Defence: +60

BUY 12000 SELL 6000

Party Members Who Can Equip

HERO	BIANCA	NERA
✓	✓	✓
DEBORA	BOY	GIRL
✓	✓	✓
HARRY	SANCHO	TUPPENCE
✓	✓	✓

Special: This armour will help to reduce damage caused by magic.

Locations: Lofty Peak armour shop



Silk bustier

Defence: +60

BUY 18800 SELL 9400

Party Members Who Can Equip

HERO	BIANCA	NERA
✓	✓	✓
DEBORA	BOY	GIRL
✓	✓	✓
HARRY	SANCHO	TUPPENCE
✓	✓	✓

Special: N/A

Locations: Faerie Lea armour shop, Stockenbarrel (defeat Merry Man)



Devil armour

Defence: +65

BUY -- SELL 4500

Party Members Who Can Equip

HERO	BIANCA	NERA
✓	✓	✓
DEBORA	BOY	GIRL
✓	✓	✓
HARRY	SANCHO	TUPPENCE
✓	✓	✓

Special: Only certain monsters can equip.

Locations: Talon Tower 1F



Flame armour

Defence: **+70**

BUY 15000 SELL 7500

Party Members Who Can Equip

HERO	BIANCA	NERA
✓		
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE
		✓

Special: This gallant garb can impede the impact of magic- and ice-based attacks.

Locations: Faerie Lea armour shop, Precaria armour shop



Angel leotard

Defence: **+70**

BUY 21000 SELL 10500

Party Members Who Can Equip

HERO	BIANCA	NERA
	✓	
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE
		✓

Special: This gallant garb can impede the impact of magic- and ice-based attacks.

Locations: Precaria armour shop



Sacred armour

Defence: **+75**

BUY -- SELL 10000

Party Members Who Can Equip

HERO	BIANCA	NERA
✓		
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE

Special: Blessed is he who wears this armour, for he shall regain health as he does battle!

Locations: King Dominicus's Dominion (mini medals)



Princess's robe

Defence: **+80**

BUY -- SELL --

Party Members Who Can Equip

HERO	BIANCA	NERA
	✓	✓
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE
		✓

Special: This stately surplice can reduce damage from fire- and ice-based attacks.

Locations: Faerie Palace



Mirror armour

Defence: **+80**

BUY 30000 SELL 15000

Party Members Who Can Equip

HERO	BIANCA	NERA
✓		
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE
		✓

Special: This scintillating suit may reflect magic back at the caster.

Locations: Precaria armour shop



Hela's armour

Defence: **+85**

BUY -- SELL 495

Party Members Who Can Equip

HERO	BIANCA	NERA
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE
	✓	

Special: Equip this and the wearer becomes cursed. It can be unequipped.

Locations: Coburg (defeat Merry Man)



Zenithian Armour

Defence: **+85**

BUY -- SELL --

Party Members Who Can Equip

HERO	BIANCA	NERA
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE

Special: This gallant garb can impede the impact of magic- and ice-based attacks.

Locations: Crocodilopolis



Pallium Regale

Defence: **+90**

BUY -- SELL --

Party Members Who Can Equip

HERO	BIANCA	NERA
✓		
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE

Special: This gallant garb can impede the impact of magic- and ice-based attacks.

Locations: The Mantleplace B4



Metal king armour

Defence: **+95**

BUY -- SELL 7500

Party Members Who Can Equip

HERO	BIANCA	NERA
✓		
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE
		✓

Special: N/A

Locations: Metal dragon drop



Restless armour

Defence: N/A

BUY -- SELL 1500

Party Members Who Can Equip

HERO	BIANCA	NERA
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE

Special: Equip this armour and the wearer becomes cursed and it lowers the defence. It can be unequipped.

Locations: Gotha Pass

Shields



Pot lid

Defence: +2

BUY 40 SELL 20

Party Members Who Can Equip

HERO	BIANCA	NERA
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE

Special: N/A

Locations: Whealbrook, Roundbeck item shop



Leather shield

Defence: +4

BUY 70 SELL 35

Party Members Who Can Equip

HERO	BIANCA	NERA
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE

Special: N/A

Locations: Whealbrook cave, Mostroferrato item shop, Ventuno T 'n' T board (possible find)



Scale shield

Defence: +7

BUY 180 SELL 90

Party Members Who Can Equip

HERO	BIANCA	NERA
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE

Special: N/A

Locations: Roundbeck armour shop, Abovitall Tower, Lodestar Harbour armour shop, Zoomingale armour shop, Gotha item shop



Floral parasol

Defence: +8

BUY 1000 SELL 500

Party Members Who Can Equip

HERO	BIANCA	NERA
✓		
DEBORA	BOY	GIRL
✓		
HARRY	SANCHO	TUPPENCE
✓	✓	✓

Special: N/A

Locations: Helmunaptra traveling salesman



Bronze shield

Defence: +11

BUY 370 SELL 185

Party Members Who Can Equip

HERO	BIANCA	NERA
✓		
DEBORA	BOY	GIRL
✓		
HARRY	SANCHO	TUPPENCE
✓	✓	✓

Special: N/A

Locations: Faerie Lea armour shop



Iron shield

Defence: +16

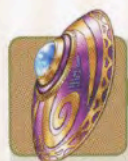
BUY 720 SELL 360

Party Members Who Can Equip

HERO	BIANCA	NERA
✓		
DEBORA	BOY	GIRL
✓		
HARRY	SANCHO	TUPPENCE
✓	✓	✓

Special: This shield can reduce damage from fire- and ice-based attacks.

Locations: Roundbeck armour shop, Coburg armour shop, Mostroferatto



Magic shield

Defence: +22

BUY 3400 SELL 1700

Party Members Who Can Equip

HERO	BIANCA	NERA
✓		
DEBORA	BOY	GIRL
✓		
HARRY	SANCHO	TUPPENCE
✓	✓	✓

Special: A shamanic shield that deflect damage from magic- and fire-based attacks.

Locations: Lodestar Harbour item shop, Zoomingale armour shop, Helmunaptra armour shop, Battenberg armour shop, T 'n' T Spring board (treasure trove)



Dragon shield

Defence: +30

BUY 7100 SELL 3550

Party Members Who Can Equip

HERO	BIANCA	NERA
✓		
DEBORA	BOY	GIRL
✓		
HARRY	SANCHO	TUPPENCE
✓	✓	✓

Special: This shield can reduce damage from fire- and ice-based attacks.

Locations: Lofty Peak armour shop



Tempest shield

Defence: +35

BUY 4700 SELL 2350

Party Members Who Can Equip

HERO	BIANCA	NERA
✓		
DEBORA	BOY	GIRL
✓		
HARRY	SANCHO	TUPPENCE
✓	✓	✓

Special: Use during battle to cause lower level enemies to vanish.

Locations: Gotha armour shop



Dark shield

Defence: +37

BUY -- SELL 4900

Party Members Who Can Equip

HERO	BIANCA	NERA
✓		
DEBORA	BOY	GIRL
✓		
HARRY	SANCHO	TUPPENCE
✓	✓	✓

Special: Use during battle to create a macabre mist that falls and hangs over the user. Only certain enemies can equip.

Locations: Talon Tower B3-C



Flame shield

Defence: +40

BUY 17000 SELL 8500

Party Members Who Can Equip

HERO	BIANCA	NERA
✓		
DEBORA	BOY	GIRL
✓		
HARRY	SANCHO	TUPPENCE
✓	✓	✓

Special: This incendiary item can impede the impact of magic- and ice-based attacks.

Locations: Faerie Lea armour shop



Power shield

Defence: +45

BUY 25000 SELL 12500

Party Members Who Can Equip

HERO	BIANCA	NERA
✓		
DEBORA	BOY	GIRL
✓		
HARRY	SANCHO	TUPPENCE
✓	✓	✓

Special: Use during battle to recover one party member's HP.

Locations: Faerie Lea armour shop, Precaria armour shop, Stark Raving T 'n' T board (treasure trove)



Ogre shield

Defence: +48

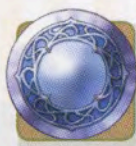
BUY -- SELL 9900

Party Members Who Can Equip

HERO	BIANCA	NERA
✓		
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE
	✓	

Special: This shield can reduce damage from fire- and ice-based attacks.

Locations: Mt Zugzwang F5



Silver shield

Defence: +55

BUY 33000 SELL 16500

Party Members Who Can Equip

HERO	BIANCA	NERA
✓		
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE
	✓	✓

Special: A shimmering shield that deflects damage from magic- and fire-based attacks.

Locations: Precaria armour shop, Stark Raving T 'n' T board (treasure trove)



Zenithian Shield

Defence: +60

BUY -- SELL --

Party Members Who Can Equip

HERO	BIANCA	NERA
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE
	✓	

Special: Use during battle to cast Bounce on user.

Locations: Mostroferrato



Shimmering shield

Defence: +65

BUY -- SELL --

Party Members Who Can Equip

HERO	BIANCA	NERA
✓		
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE

Special: This shield can reduce damage from fire- and ice-based attacks.

Locations: Estark's Labyrinth



Metal king shield

Defence: +70

BUY -- SELL 12500

Party Members Who Can Equip

HERO	BIANCA	NERA
✓		
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE
	✓	✓

Special: A shockproof shield that gives pesky spells a hard time hitting home!

Locations: King Dominicus's Dominion (mini medals)



Ruinous shield

Defence: N/A

BUY 4200 SELL 2100

Party Members Who Can Equip

HERO	BIANCA	NERA
✓		
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE
	✓	✓

Special: Equipping this shield curses the user and reduces the defence to zero.

Locations: Crocodilopolis, Nadiria T 'n' T board (shop)

Helmets



Leather hat

Defence: +2

BUY 65 SELL 32

Party Members Who Can Equip

HERO	BIANCA	NERA
✓		✓
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE
✓	✓	✓

Special: N/A

Locations: Whealbrook, Hay, Stockenbarrel village shop



Pointy hat

Defence: +3

BUY 70 SELL 35

Party Members Who Can Equip

HERO	BIANCA	NERA
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE
	✓	

Special: N/A

Locations: Fortuna armour shop



Hardwood headwear

Defence: +6

BUY 120 SELL 60

Party Members Who Can Equip

HERO	BIANCA	NERA
✓		
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE
✓	✓	✓

Special: N/A

Locations: Roundbeck armour shop



Hairband

Defence: +7

BUY 150 SELL 75

Party Members Who Can Equip

HERO	BIANCA	NERA
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE
✓		✓

Special: N/A

Locations: Roundbeck item shop



Shellmet

Defence: +7

BUY 150 SELL 75

Party Members Who Can Equip

HERO	BIANCA	NERA
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE

Special: Only certain monsters can equip.

Locations: Coburg Castle, Coburg item shop



Fur hood

Defence: +11

BUY 400 SELL 200

Party Members Who Can Equip

HERO	BIANCA	NERA
✓		
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE
	✓	✓

Special: N/A

Locations: Faerie Lea armour shop, Coburg item shop, Coburg armour shop, Gotha item shop



Silver tiara

Defence: +14

BUY 450 SELL 225

Party Members Who Can Equip

HERO	BIANCA	NERA

Special: N/A

Locations: Mostrofferrato armour shop, Mostrofferrato, Fortuna



Iron helmet

Defence: +16

BUY 1100 SELL 550

Party Members Who Can Equip

HERO	BIANCA	NERA

Special: N/A

Locations: Roundbeck armour shop, Coburg armour shop, Fortuna armour shop, Lodestar Harbour armour shop, Hay item shop, Zoomingale armour shop, Mt. Magmageddon B1



Top hat

Defence: +20

BUY 2000 SELL 1000

Party Members Who Can Equip

HERO	BIANCA	NERA

Special: N/A

Locations: Mostrofferrato armour shop, Helmunaptra armour shop



Iron mask

Defence: +25

BUY 3500 SELL 1750

Party Members Who Can Equip

HERO	BIANCA	NERA

Special: N/A

Locations: Zoomingale armour shop, King Dominicus's Dominion, Battenberg armour shop, Gotha armour shop



Hermes' hat

Defence: +28

BUY 5000 SELL 2500

Party Members Who Can Equip

HERO	BIANCA	NERA

Special: A hardy hat that can also serve as a handy alternative to a chimaera wing.

Locations: Precaria item shop



Hades' helm

Defence: +30

BUY -- SELL 4250

Party Members Who Can Equip

HERO	BIANCA	NERA

Special: Only certain monsters can equip.

Locations: Estuary Sanctuary



Wedding veil

Defence: +30

BUY -- SELL --

Party Members Who Can Equip

HERO	BIANCA	NERA

Special: N/A

Locations: Stockenbarrel village shop (received during the course of the story; not available for purchase)



Happy hat

Defence: +35

BUY -- SELL 4500

Party Members Who Can Equip

HERO	BIANCA	NERA

Special: Recovers some of the wearer's MP with each and every step.

Locations: T 'n' T Spring board reward



Thinking cap

Defence: +40

BUY 13000 SELL 6500

Party Members Who Can Equip

HERO	BIANCA	NERA

Special: Pop this puppy on to work wonders on your wisdom.

Locations: Lofty Peak armour shop, Faerie Lea armour shop



Golden tiara

Defence: +45

BUY -- SELL --

Party Members Who Can Equip

HERO	BIANCA	NERA
	✓	✓
DEBORA	BOY	GIRL
✓		✓
HARRY	SANCHO	TUPPENCE

Special: A twinkling tiara that gives pesky spells a hard time hitting home!

Locations: King Dominicus' Dominion



Great helm

Defence: +45

BUY 20000 SELL 10000

Party Members Who Can Equip

HERO	BIANCA	NERA
✓		
DEBORA	BOY	GIRL
	✓	
HARRY	SANCHO	TUPPENCE
	✓	✓

Special: N/A

Locations: Precaria armour shop



Zenithian Helm

Defence: +50

BUY -- SELL --

Party Members Who Can Equip

HERO	BIANCA	NERA
DEBORA	BOY	GIRL
	✓	
HARRY	SANCHO	TUPPENCE

Special: N/A

Locations: Helmunaotra



Sun crown

Defence: +60

BUY -- SELL --

Party Members Who Can Equip

HERO	BIANCA	NERA
✓		
DEBORA	BOY	GIRL
HARRY	SANCHO	TUPPENCE

Special: This solar circlet can stave off even spells as calamitous as Kamikazee.

Locations: Mt Zugzwang 5F-B



Metal king helm

Defence: +70

BUY -- SELL 15000

Party Members Who Can Equip

HERO	BIANCA	NERA
✓	✓	
DEBORA	BOY	GIRL
	✓	
HARRY	SANCHO	TUPPENCE
	✓	✓

Special: N/A

Locations: Mt Zugzwang 4F-E

Accessories



Bianca's ribbon

BUY -- SELL --

Party Members Who Can Equip

HERO	BIANCA	NERA
✓	✓	✓
DEBORA	BOY	GIRL
✓	✓	✓
HARRY	SANCHO	TUPPENCE
✓	✓	✓

Special: Pop this puppy on to work wonders on your wisdom. Wisdom +10

Locations: Given by Bianca.



Meteorite bracer

BUY 6500 SELL 3250

Party Members Who Can Equip

HERO	BIANCA	NERA
✓	✓	✓
DEBORA	BOY	GIRL
✓	✓	✓
HARRY	SANCHO	TUPPENCE
✓	✓	✓

Special: This breathtaking bracer increases the wearer's agility twofold. Agility x2.

Locations: Gotha, Stark Raving T 'n' T board village shop



Kamikazee bracer

BUY 500 SELL 250

Party Members Who Can Equip

HERO	BIANCA	NERA
✓	✓	✓
DEBORA	BOY	GIRL
✓	✓	✓
HARRY	SANCHO	TUPPENCE
✓	✓	✓

Special: Rousing wristwear that may just save the day in times of need. Explodes when wearer dies, damaging the enemy.

Locations: Fortuna/Ventuno casino (5000 tokens), Hay, Nightmare Towers 3F



Elfin charm

BUY 3000 SELL 1500

Party Members Who Can Equip

HERO	BIANCA	NERA
✓	✓	✓
DEBORA	BOY	GIRL
✓	✓	✓
HARRY	SANCHO	TUPPENCE
✓	✓	✓

Special: A nifty necklace that gives pesky spells a hard time hitting home!

Locations: The Mantleplace B3, Precaria item shop



Circle of Fire

BUY -- SELL --

Party Members Who Can Equip

HERO	BIANCA	NERA
✓	✓	✓
DEBORA	BOY	GIRL
✓	✓	✓
HARRY	SANCHO	TUPPENCE
✓	✓	✓

Special: Use during battle to hit enemy with boom attack.

Locations: Mt. Magmageddon



Circle of Water

BUY -- SELL --

Party Members Who Can Equip

HERO	BIANCA	NERA
✓	✓	✓
DEBORA	BOY	GIRL
✓	✓	✓
HARRY	SANCHO	TUPPENCE
✓	✓	✓

Special: Use during battle to hit enemy with woosh attack.

Locations: Cataract Caves



Circle of Life

BUY -- SELL --

Special: Restores some of the wearer's HP with each and every step.

Locations: Crocodilopolis

Party Members Who Can Equip

HERO	BIANCA	NERA	DEBORA	BOY	GIRL	HARRY	SANCHO	TUPPENCE
✓	✓	✓	✓	✓	✓	✓	✓	✓

Items



Medicinal herb

BUY	8	SELL	4
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This healing herb restores a little of one party member's HP.

A vital item that no adventurer should be without. Never leave town without at least three or four of these valuable items and be sure to consume one whenever the hero's HP gets too low. Medicinal herbs restore roughly 30 to 40 HP, depending on the person consuming it.



Antidotal herb

BUY	10	SELL	5
-----	----	------	---

This healing herb can cure a party member of poison.

Not every enemy encountered in the wild can inflict poison, but one should always be prepared just in case. Carry at least two or three antidotal herbs at all times, or else your afflicted hero may not make it to the next town in time to save himself. Poison can rapidly drain the HP from even the most indomitable heroes in the land!



Holy water

BUY	20	SELL	10
-----	----	------	----

This wondrous water wards off weaker enemies for a wee while.

There comes a time in every hero's life when he is simply too powerful to bother with low-level enemies—the measly gold coins and experience they yield isn't worth the trouble of fighting them. For those who are of a high level and in a hurry, there is the holy water. Use this item to limit the number of battles encountered and to prohibit weak enemies from attacking. Beginning adventurers should not use this item.



Chimaera wing

BUY	25	SELL	12
-----	----	------	----

Can be used to return to any previously-visited location.

The chimaera wing is a convenient item to use early in the adventure, before any of the party members learn the Zoom spell. This special item enables the party to fly into the air and be instantly transported to a previously-visited location. You can't return to every location you've been, but it's possible to revisit nearly all towns, castles, and other important places. Keep in mind that the chimaera wing cannot be used indoors—the party must be outside to avoid banging their heads!



Yggdrasil leaf

BUY	--	SELL	250
-----	----	------	-----

A magical leaf that can resurrect a party member.

These precious leaves are extremely rare and worth their weight in gold. Keep them on the hero's possession (or your strongest character if not the hero) so he can administer one to a fallen party member. The special leaf will automatically bring them back to life with a portion of their HP intact. Unlike casting Zing, the Yggdrasil leaf always works on the first try.



Yggdrasil dew

BUY	--	SELL	5
-----	----	------	---

A dainty dew that will fully restore all party members' HP.

Save these precious items for the difficult battles late in the game. The Yggdrasil dew will come in handy if the hero or other character with healing abilities run out of MP. Try to use it when it will be most effective—wait for multiple characters to be low on health before administering the special serum.



Moonwort bulb

BUY	30	SELL	15
-----	----	------	----

This lunar root can cure a party member of paralysis.

Few monsters cause paralysis, but those that do can be a big problem for your party if you don't have any moonwort bulbs handy. Paralysis renders the character unable to take a turn in combat and extremely susceptible to follow-up attacks. Administer the moonwort bulb so the character can regain proper movement.



Prayer ring

BUY	2500	SELL	1250
-----	------	------	------

This religious ring recovers some MP whenever it's used.

This item can come in handy during a battle when MP is at a premium. Be careful though; once it is used, it is gone.



Magic water

BUY	120	SELL	60
-----	-----	------	----

Recovers a little of one party member's MP.

Phials of magic water are quite a rare find, so do not waste them. Immediately transfer them to the strongest member of the party so these items can be used as needed—the last thing you want is for the magic water to be carried by a character who falls in battle or who isn't in the active party. Consuming the magic water restores 30-35 MP.



Musk

BUY	80	SELL	40
-----	----	------	----

Its scent will attract monsters for a while until it runs out.

There will be times when you want to fight as many monsters as possible in order to increase your party's levels. One way to do this is to use Sancho's Whistle ability, but another is to use the pouch of musk. Spreading a little musk on the party attracts lots of monsters and provides plenty of opportunities to earn more experience.



Elfin elixir

BUY	--	SELL	110
-----	----	------	-----

A mental medicine that restores one party member's MP to the max.

Don't get rid of these when you find them. Save them for the tough battles toward the end of the game when your caster runs low on MP.



Seed of strength

BUY	--	SELL	75
-----	----	------	----

Any party member can eat this to increase strength.

This valuable seed can raise a person's strength rating by 1-3 upon consumption. Increasing a character's strength rating has a direct impact on his attack rating and makes it possible for him to inflict greater damage during combat. Always give these items to character classes who participate in the most combat, such as soldiers and heroes.



Seed of resilience

BUY	--	SELL	30
-----	----	------	----

Any party member can eat this to increase resilience.

The ability to increase a character's resilience without having to spend a lot of gold coins on expensive armour is a great thing. The seed of resilience isn't a particularly common item, so don't waste it. Always give it to the party members you use the most and, of those, the one with the lowest defense rating. Consuming a seed of resilience raises a character's resilience rating by 1-3 points.



Seed of agility

BUY	--	SELL	50
-----	----	------	----

Any party member can eat this to increase agility.

This potent seed provides those who consume it with the vital nutrients needed to increase their agility rating by 1-2 and thereby elude enemy attacks with greater ease. Characters with high agility ratings also get to take their turn first during combat and, in special situations, get to make two moves before the enemy takes a turn. There are no steadfast rules to consider when deciding who should consume the seed of agility, but consider giving it to those characters with lower defense ratings, provided you use those characters often.



Seed of wisdom

BUY	--	SELL	45
-----	----	------	----

Any party member can eat this to increase wisdom.

It's important that your spell users acquire extra doses of wisdom from time-to-time so they learn spells at a proper rate. The tables of learned magic in the "Characters" chapter indicate the level at which the character should learn a particular spell, but that isn't always the case. If the character's wisdom hasn't evolved appreciably, then that character may not learn the spell until he levels up one or two more times.



Seed of life

BUY	--	SELL	100
-----	----	------	-----

Any party member can eat this to increase maximum HP.

Arguably the most important of all the single-use items, the seed of life bestows on those who eat it a whopping 4-6 point increase in their maximum HP rating. Use this valuable item immediately to increase the longevity of a party member. Some prefer to use this item on their strongest characters to make them much harder to KO, while others may choose to help increase the maximum HP of the weaker characters who are perhaps lacking in armour.



Seed of magic

BUY	--	SELL	125
-----	----	------	-----

Any party member can eat this to increase maximum MP.

This special seed can be consumed to increase a character's maximum MP. This is a particularly valuable item for the magic users in your party and, unlike the other seeds, will not have any effect for everyone who uses it. The seed of magic delivers a 3-5 point increase in the maximum MP of its user. Consider the spells you like to use the most and how many MP they cost to cast, then give the seed of magic to the character who has learned the most costly spells.



T 'n' T ticket

BUY	--	SELL	5
-----	----	------	---

Take the treasure, but tiptoe around those trapdoors to touch the winning tile!

Use these to play the T 'n' T board games located throughout the world. See the T 'n' T board section in the "Side Quests" chapter for more information.



Tombola ticket

BUY	--	SELL	5
-----	----	------	---

Roll on up for the roly-poly game of risk with better prizes than a rollover draw!

Use this ticket at the tombola game in Lodestar Harbour.



Monster munchies

BUY	200	SELL	100
-----	-----	------	-----

Hurl some to a hungry enemy to distract them so they miss their chance to strike!

Use this on an monster to keep them busy for awhile.



Rockbomb shard

BUY	450	SELL	225
-----	-----	------	-----

This volatile volcanic fragment will blow with a big bang when hurled at the enemy.

Use this during a battle to damage your enemy.



Paxa Punch

BUY	600	SELL	300
-----	-----	------	-----

This powerful pick-me-up will double a party member's strength.

This acts like the spell Oomph during a battle.



Cherub chime

BUY	500	SELL	250
-----	-----	------	-----

A ring of this bell during battle can cure a party member of confusion.

Confusion doesn't happen too often during the game. But if it does, this item can be used to cure the party member of it.



Rebirth stone

BUY	--	SELL	500
-----	----	------	-----

A powerfully profitable pebble to have in times of trouble...

The bearer is resurrected when struck down, but the stone is lost.



Diamend

BUY	300	SELL	150
-----	-----	------	-----

This gem can take the fall in place of its bearer.

This item will be destroyed when the bearer is struck down, but he/she is saved.



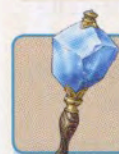
Sands of time

BUY	--	SELL	--
-----	----	------	----

In battle, they can reverse time itself.

When used, this extra-special item enables you to rewind time and return to the beginning of the current battle. This provides the opportunity to make adjustments in your tactics and, perhaps, avoid a character's untimely demise. The sands of time can be used multiple times to offer a second chance in battle.

Location: Nadira T 'n' T board reward



Sage's Stone

BUY	--	SELL	--
-----	----	------	----

This rock restores some of each party member's HP in battle.

Using the sage's stone is essentially similar to casting Multiheal, as it restores a moderate amount of HP to each character. Give this item to a character without healing abilities so that he or she can one day save the party from defeat. The sage's stone doesn't refill the party's HP, but it does provide just enough HP to keep a party member alive.

Location: Nadiria



Night light

BUY	--	SELL	--
-----	----	------	----

A lamp that summons nightfall when lit.

Location: Whealbrook cave



War drum

BUY	--	SELL	--
-----	----	------	----

Beat this battle bongo to fire up the fighting spirit.

This doubles the party's attack power.

Location: Estark's Labyrinth



Silver teapot

BUY	--	SELL	--
-----	----	------	----

An antiquated and somewhat dull silver teapot.

Location: Uptaten Towers



Silver tea tray

BUY	--	SELL	--
-----	----	------	----

An ancient-looking tray with some intricate engraving.

Location: Uptaten Towers



Silver tea cup

BUY	--	SELL	--
-----	----	------	----

An old cup and saucer set.

Once the three silver tea items are collected, they turn into toff's tea set.

Location: Uptaten Towers



'King Korol's Catechism' book

BUY	--	SELL	4000
-----	----	------	------

A tome of the teachings of the Order of Zugzwang.

Location: Nadiria T 'n' T board



Stone from Whealbrook

BUY	--	SELL	--
-----	----	------	----

It's just a bit of rock found in Whealbrook, really.

Location: Whealbrook well



Whealbrook bluestone

BUY	--	SELL	--
-----	----	------	----

There are visible patches of sparkling gemstone in this rock.

Used to get Whealbrook sapphire.

Location: Whealbrook Adit



Chamois

BUY	--	SELL	--
-----	----	------	----

There's no better way to polish all those important items than with this.

Location: Knick-knackatory



T 'n' T free pass

BUY	--	SELL	--
-----	----	------	----

Celebrities receive the right to play T 'n' T to their hearts' content.

Location: Nadiria T 'n' T board reward

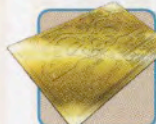


Big Book of Beasts

BUY	1000	SELL	--
-----	------	------	----

An illustrated guide to monsters.

Location: Fortuna Curiosity Shop



Loyalty card

BUY	--	SELL	--
-----	----	------	----

The perfect card for keen shoppers.

Location: Rare prize from tombola

TYPE: Important Items



Key to Coburg

Location: Coburg

Opens certain doors that would otherwise remain tightly sealed.



Magic key

Location: Lofty Peak

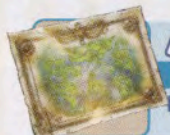
Opens certain doors that would otherwise remain tightly sealed.



Ultimate key

Location: Defeat Bjorn the Behemoose

Opens certain doors that would otherwise remain tightly sealed.



Adventurer's map

Location: Given by Pankraz

Press the Y Button to open the map when you're outside town.



Torch

Location: Uptaten Towers

This holy light will illuminate the darkness.

Used in Uptaten Towers.



Gold orb

Location: Faerie Palace

This globe glows brilliantly with golden light.



Herald of Spring

Location: Winter Palace

A flute whose sweet sound summons springtide.



Pankraz's letter

Location: Whealbrook cave

These are the last words Pankraz ever committed to paper.



Ra's mirror

Location: Abovitall Tower 5F

This legendary looking glass always reflects the truth.



Lunar Zoombloom

Location: West of Zoomingale

A peculiar plant that glows in the light of the moon.

Grab this plant to learn Zoom from Professor Toilen Trubble.



Royal insignia

Location: Rite of Passage

The monarchic mark of the House of Gotha.



Talaria

Location: Gotha

These strange shoes have wings attached!



Flying carpet

Location: Lofty Peak

This mystical mat can carry passengers over low-lying areas.



Faerie horn

Location: Faerie Lea

This instrument plays the sweet song of the faerie folk.



Gold bauble

Location: Faerie Palace

A pretty globe that sparkles brightly.



Grappling hook

Location: Zenithia

A very long, tough rope with a hook attached to one end.



Dragon's left eye

Location: Talon Tower B2

A jewel crafted in the shape of a dragon's left eye.



Dragon's right eye

Location: Talon Tower B3-D

A jewel crafted in the shape of a dragon's right eye.



Dragon orb

Location: dragon idol 2F

This awesome orb harbours the might of a powerful dragon.



Zenithian Tintinnabulum

Location: Zenithia

The peal of this bell carries all the way to Zenithia.



Aspersorium

Location: Mt Zugzwang 5F-B

A consecrated container filled with holy water.

BESTIARY

Using the Bestiary

- 1 Number and name of monster.
- 2 Stats: This includes maximum HP and MP, Attack, Defence, and Agility attributes. If a monster has Inf listed for MP, then it never runs out of MP.
- 3 EXP/Gold: Experience and gold rewarded for defeating the monster.
- 4 Item/Item drop chance: The item that is dropped by the monster. Next to the item (in parentheses) is the chance of that item being dropped. This is shown with a number that can range from 1 for the smallest chance for drop to 5 for 100% chance for drop.
- 5 Recrutable: If a monster is recrutable, there is a number here indicating how recrutable. Three means easiest to recruit and 1 means toughest.
- 6 Locations: Some areas that you can find the monster.
- 7 Actions: The actions that this monster may take.

Slime

1 001



MAX HP	7	AGILITY	3
MAX MP	0	EXP	1
ATTACK	2	GOLD	1
DEFENCE	5		

- 4 Item: Medicinal herb (3)
- 5 Recrutable: 3
- 6 Locations: Whealbrook Cave, Ancient Ruins area, Fortuna area, King Dominicus's Dominion area, Helmunaptra area, Porgie Estate area
- 7 Actions: Attack

Slime



MAX HP	55	AGILITY	56
MAX MP	0	EXP	24
ATTACK	53	GOLD	18
DEFENCE	35		

- Item: Medicinal herb (2)
- Recrutable: -
- Locations: King Dominicus's Dominion area, Porgie Estate area
- Actions: Attack, calls for backup (slime), eight fuse together to form king slime

SPECIAL SLIME!

Later in the game, be on the lookout for these special slimes. During battle, they will fuse together to form a king slime. This is your only opportunity to get the king slime.

Burr baby

002



MAX HP	7	AGILITY	5
MAX MP	0	EXP	2
ATTACK	9	GOLD	2
DEFENCE	6		

- Item: Medicinal herb (3)
- Recrutable: No
- Locations: Whealbrook Cave
- Actions: Attack

Boring bug

003



MAX HP	10	AGILITY	4
MAX MP	0	EXP	3
ATTACK	10	GOLD	2
DEFENCE	7		

- Item: Medicinal herb (3.5)
- Recrutable: No
- Locations: Whealbrook Cave
- Actions: Attack, defend

Dracky

004



MAX HP	10	AGILITY	7
MAX MP	0	EXP	4
ATTACK	12	GOLD	3
DEFENCE	9		

- Item: Medicinal herb (3)
- Recrutable: 3
- Locations: Whealbrook Cave, Roundbeck area, Uptaten Tower, Whealbrook area, Talon Tower area
- Actions: Attack

Hammerhood

005



MAX HP	18	AGILITY	10
MAX MP	0	EXP	6
ATTACK	2	GOLD	3
DEFENCE	2		

- Item: Medicinal herb (3)
- Recrutable: No
- Locations: Whealbrook Cave, Roundbeck area, Talon Tower area
- Actions: Attack, desperate attack

Bunicorn

006



MAX HP	12	AGILITY	8
MAX MP	0	EXP	4
ATTACK	13	GOLD	3
DEFENCE	7		

- Item: Leather hat (2.5)
- Recrutable: No
- Locations: Whealbrook Cave, Roundbeck area, Talon Tower area
- Actions: Attack, charge

Combatterpillar

007



MAX HP	15	AGILITY	5
MAX MP	0	EXP	4
ATTACK	12	GOLD	4
DEFENCE	8		

- Item: Seed of wisdom (1.5)
- Recrutable: No
- Locations: Roundbeck area, Uptaten Tower area, Talon Tower area
- Actions: Attack

Bad apple

008



MAX HP	22	AGILITY	19
MAX MP	5	EXP	9
ATTACK	25	GOLD	8
DEFENCE	17		

Item: Chimaera wing (2.5)

Recruitable: 3

Locations: Faerie Lea area

Actions: Attack, Snooze

Funky ferret

009



MAX HP	16	AGILITY	8
MAX MP	0	EXP	5
ATTACK	14	GOLD	6
DEFENCE	9		

Item: Seed of agility (1.5)

Recruitable: No

Locations: Uptaten Tower area, Uptaten Tower

Actions: Attack, Sweet Breath

Bubble slime

010



MAX HP	15	AGILITY	7
MAX MP	0	EXP	6
ATTACK	12	GOLD	7
DEFENCE	7		

Item: Antidotal herb (3)

Recruitable: No

Locations: Roundbeck area, Uptaten Tower area, Faerie Lea area, King Dominicus's Dominion area, Talon Tower area, Porgie Estate area

Actions: Attack, Poison Attack

Fat rat

011



MAX HP	18	AGILITY	9
MAX MP	0	EXP	4
ATTACK	13	GOLD	8
DEFENCE	10		

Item: Medicinal herb (2.5)

Recruitable: 3

Locations: Roundbeck area, Uptaten Tower area, Talon Tower area

Actions: Attack

Bona constrictor

012



MAX HP	15	AGILITY	11
MAX MP	0	EXP	7
ATTACK	19	GOLD	7
DEFENCE	13		

Item: Medicinal herb (2.5)

Recruitable: No

Locations: Uptaten Tower, Winter Palace area

Actions: Attack, calls for backup (bona constrictor)

Lickspittle

013



MAX HP	22	AGILITY	13
MAX MP	0	EXP	8
ATTACK	22	GOLD	5
DEFENCE	11		

Item: Bamboo spear (2)

Recruitable: No

Locations: Winter Palace area, Faerie Lea area, Dwarf's Den

Actions: Attack, calls for backup (healslime)

Frizzard

014



MAX HP	27	AGILITY	16
MAX MP	5	EXP	12
ATTACK	24	GOLD	8
DEFENCE	20		

Item: Leather hat (2.5)

Recruitable: No

Locations: Dwarf's Den

Actions: Attack, Frizz

Jailcat

015



MAX HP	21	AGILITY	11
MAX MP	6	EXP	11
ATTACK	17	GOLD	7
DEFENCE	10		

Item: Rags (2.5)

Recruitable: 2

Locations: Uptaten Tower area, Fortuna area

Actions: Attack, Crack

Mental pitcher

016



MAX HP	23	AGILITY	17
MAX MP	5	EXP	13
ATTACK	23	GOLD	10
DEFENCE	14		

Item: Seed of magic (1.5)

Recruitable: No

Locations: Winter Palace area, Faerie Lea area

Actions: Attack, Dazzle

Time burrm

017



MAX HP	22	AGILITY	16
MAX MP	0	EXP	15
ATTACK	21	GOLD	9
DEFENCE	30		

Item: Medicinal herb (3.5)

Recruitable: No

Locations: Dwarf's Den

Actions: Attack, blown away

Prestidigitator

018



MAX HP	30	AGILITY	19
MAX MP	9	EXP	18
ATTACK	21	GOLD	20
DEFENCE	17		

Item: Magic water (2.5)

Recruitable: 3

Locations: Winter Palace area, Winter Palace, Lodestar Harbour area, Hay area, scary lair, Zoomingale area

Actions: Attack, Crack, Fizzle, Kabuff

Cactiball

019



MAX HP	25	AGILITY	17
MAX MP	0	EXP	16
ATTACK	24	GOLD	9
DEFENCE	14		

Item: Medicinal herb (3)

Recruitable: No

Locations: Winter Palace area

Actions: Attack, launches itself

Lava larva

020



MAX HP	50	AGILITY	19
MAX MP	0	EXP	17
ATTACK	26	GOLD	10
DEFENCE	17		

Item: Medicinal herb (3.5)

Recruitable: No

Locations: Dwarf's Den

Actions: Attack, Fire Breath

Will-o'-the-whips

021



MAX HP	20	AGILITY	16
MAX MP	3	EXP	12
ATTACK	19	GOLD	7
DEFENCE	14		

Item: Medicinal herb (3.5)

Recruitable: No

Locations: Uptaten Tower, Dwarf's Den

Actions: Attack, Sap

Foetid ferret

022



MAX HP	28	AGILITY	21
MAX MP	0	EXP	15
ATTACK	28	GOLD	11
DEFENCE	21		

Item: Chimaera wing (3)

Recruitable: No

Locations: Dwarf's Den

Actions: Attack, Sandstorm (dazzle)

Dirty rat

023



MAX HP	31	AGILITY	14
MAX MP	0	EXP	14
ATTACK	20	GOLD	13
DEFENCE	19		

Item: Seed of agility (1.5)

Recruitable: No

Locations: Coburg area

Actions: Attack

Wax murderer

026



MAX HP	24	AGILITY	13
MAX MP	3	EXP	13
ATTACK	21	GOLD	11
DEFENCE	17		

Item: Bronze knife (3)

Recruitable: 2

Locations: Uptaten Tower

Actions: Attack, Frizz

Brrattling snake

029



MAX HP	29	AGILITY	22
MAX MP	0	EXP	22
ATTACK	30	GOLD	12
DEFENCE	31		

Item: Bone stake (2.5)

Recruitable: No

Locations: Winter Palace, Ancient Ruins

Actions: Attack, Cool Breath

Fandangow

032



MAX HP	33	AGILITY	16
MAX MP	0	EXP	19
ATTACK	35	GOLD	13
DEFENCE	30		

Item: Hardwood headwear (3)

Recruitable: 2

Locations: Coburg area

Actions: Attack, Weird Dance

Terracotta warrior

035



MAX HP	50	AGILITY	19
MAX MP	3	EXP	25
ATTACK	39	GOLD	12
DEFENCE	38		

Item: Seed of resilience (1)

Recruitable: No

Locations: Coburg area, Ancient Ruins, Whealbrook Cave

Actions: Attack, Buff

Drackyma

024



MAX HP	30	AGILITY	23
MAX MP	8	EXP	16
ATTACK	25	GOLD	10
DEFENCE	27		

Item: Wayfarer's clothes (2.5)

Recruitable: No

Locations: Winter Palace

Actions: Attack, Heal, Snooze

Lesionnaire

027



MAX HP	42	AGILITY	20
MAX MP	0	EXP	25
ATTACK	52	GOLD	12
DEFENCE	50		

Item: Copper sword (2)

Recruitable: No

Locations: Ancient Ruins, Whealbrook area, Whealbrook Cave, Roundbeck area, Abovitall Tower, west Zoomingale area, tunnel to Mostroferatto, Mostroferatto area, Mt Magmageddon area, Mt Magmageddon, Cataract Caves

Actions: Attack, Poison Attack

Healslime

030



MAX HP	35	AGILITY	18
MAX MP	∞	EXP	19
ATTACK	17	GOLD	14
DEFENCE	20		

Item: Medicinal herb (3.5)

Recruitable: 2

Locations: Ancient Ruins area, Ancient Ruins, Fortuna area, Faerie Lea area, Abovitall Tower, Lodestar Harbour area, Hay area, Zoomingale area

Actions: Attack, Heal

Sizzard

033



MAX HP	37	AGILITY	17
MAX MP	5	EXP	20
ATTACK	40	GOLD	15
DEFENCE	38		

Item: Stone fangs (2.5)

Recruitable: No

Locations: Ancient Ruins area, Ancient Ruins, Fortuna area

Actions: Attack, Sizz

Eyelasher

036



MAX HP	34	AGILITY	22
MAX MP	0	EXP	27
ATTACK	38	GOLD	19
DEFENCE	19		

Item: Medicinal herb (2.5)

Recruitable: No

Locations: Ancient Ruins

Actions: Attack, Dazzleflash

Ghost

025



MAX HP	22	AGILITY	14
MAX MP	0	EXP	11
ATTACK	18	GOLD	12
DEFENCE	15		

Item: Holy water (2.5)

Recruitable: 3

Locations: Uptaten Tower

Actions: Attack

Spiked hare

028



MAX HP	27	AGILITY	21
MAX MP	0	EXP	20
ATTACK	27	GOLD	13
DEFENCE	25		

Item: Fur hood (2)

Recruitable: No

Locations: Winter Palace, Whealbrook Cave

Actions: Charge, deep breath

Screwball pitcher

031



MAX HP	24	AGILITY	16
MAX MP	4	EXP	17
ATTACK	23	GOLD	3
DEFENCE	28		

Item: Seed of magic (1.5)

Recruitable: No

Locations: Ancient Ruins area

Actions: Attack, calls for backup (bag o' laughs), Kasap

Scaraburrower

034



MAX HP	35	AGILITY	9
MAX MP	0	EXP	18
ATTACK	34	GOLD	9
DEFENCE	51		

Item: Medicinal herb (3.5)

Recruitable: No

Locations: Coburg area

Actions: Attack, cries out loudly (terracotta warrior appears)

Slime knight

037



MAX HP	40	AGILITY	20
MAX MP	6	EXP	37
ATTACK	44	GOLD	22
DEFENCE	45		

Item: Bronze armour (2.5)

Recruitable: 3

Locations: Coburg area, Ancient Ruins area, Ancient Ruins, Coburg Castle dungeon, Abovitall Tower

Actions: Attack, desperate attack, Heal, Drain Magic

Bag o' laughs

038



MAX HP	31	AGILITY	25
MAX MP	∞	EXP	10
ATTACK	33	GOLD	55
DEFENCE	15		

Item: Chimaera wing (3)

Recruitable: No

Locations: Ancient Ruins area, Ancient Ruins, Fortuna area, Abovitall Tower

Actions: Attack, calls for backup (healslime), Fizzle, Fuddle, Snooze

Brownie

039



MAX HP	47	AGILITY	16
MAX MP	0	EXP	21
ATTACK	15	GOLD	15
DEFENCE	33		

Item: Monster munchies (2.5)

Recruitable: 3

Locations: Ancient Ruins area, Ancient Ruins, Fortuna area, Whealbrook Cave

Actions: Attack, desperate attack, Muster Strength

Rotten apple

040



MAX HP	30	AGILITY	25
MAX MP	3	EXP	30
ATTACK	41	GOLD	18
DEFENCE	35		

Item: Medicinal herb (3)

Recruitable: 3

Locations: Abovitall Tower area

Actions: Attack, Woosh

Ticking timeburm

041



MAX HP	33	AGILITY	23
MAX MP	0	EXP	37
ATTACK	49	GOLD	32
DEFENCE	46		

Item: Rockbomb shard (2)

Recruitable: 2

Locations: Whealbrook area, Roundbeck area

Actions: Attack, Kamikazee (not enough MP), charge

Flatulent ferret

042



MAX HP	37	AGILITY	24
MAX MP	0	EXP	35
ATTACK	41	GOLD	30
DEFENCE	28		

Item: Scale shield (3)

Recruitable: No

Locations: Fortuna area, Whealbrook area, Roundbeck area

Actions: Attack, Sandstorm (dazzle)

Metal slime

043



MAX HP	5	AGILITY	115
MAX MP	12	EXP	1350
ATTACK	39	GOLD	75
DEFENCE	1024		

Item: Seed of agility (2)

Recruitable: 1

Locations: Whealbrook Cave, Abovitall Tower, scary lair area, Mt Magmageddon, Cataract Caves, King Dominicus's Dominion area, Neverglade, Mt Zugzwang area, Mt Zugzwang, Estark's Labyrinth, Porgie Estate area

Actions: Attack, Frizz

Bludgerigar

044



MAX HP	30	AGILITY	21
MAX MP	3	EXP	38
ATTACK	44	GOLD	30
DEFENCE	41		

Item: Chimaera wing (3)

Recruitable: No

Locations: Whealbrook area, Roundbeck area

Actions: Attack, Sap

Funghoul

045



MAX HP	35	AGILITY	24
MAX MP	0	EXP	40
ATTACK	45	GOLD	35
DEFENCE	37		

Item: Antidotal herb (2.5)

Recruitable: 2

Locations: Whealbrook area, Roundbeck area, west Zoomingale area

Actions: Attack, Sweet Breath

Wickerman

046



MAX HP	41	AGILITY	22
MAX MP	6	EXP	42
ATTACK	51	GOLD	37
DEFENCE	36		

Item: Bronze knife (3)

Recruitable: No

Locations: Whealbrook Cave

Actions: Attack, Frizz

Walking corpse

047



MAX HP	70	AGILITY	10
MAX MP	0	EXP	57
ATTACK	48	GOLD	15
DEFENCE	2		

Item: Rags (3.5)

Recruitable: 2

Locations: Whealbrook Cave, Coburg Castle dungeon

Actions: Attack, calls for backup (lesionnaire), lick face (goosebumps)

Owlbear

048



MAX HP	41	AGILITY	30
MAX MP	0	EXP	45
ATTACK	55	GOLD	40
DEFENCE	31		

Item: Iron shield (2)

Recruitable: No

Locations: Whealbrook Cave, Coburg area, Abovitall Tower area

Actions: Attack

Powie yowie

049



MAX HP	68	AGILITY	23
MAX MP	0	EXP	49
ATTACK	56	GOLD	37
DEFENCE	40		

Item: Holy water (3)

Recruitable: 2

Locations: Coburg area

Actions: Attack, shouts suddenly (fear)

Cannibox

050



MAX HP	90	AGILITY	12
MAX MP	8	EXP	23
ATTACK	60	GOLD	95
DEFENCE	50		

Item: Mini medal (3.5)

Recruitable: No

Locations: scary lair, Gotha Pass

Actions: Attack, Drain Magic, Frizzle, Whack

Wyrtle

051



MAX HP	30	AGILITY	20
MAX MP	0	EXP	42
ATTACK	53	GOLD	38
DEFENCE	110		

Item: Seed of resilience (3)

Recruitable: No

Locations: Whealbrook Cave, Coburg Castle dungeon, Abovitall Tower

Actions: Attack, defend

Legerdeman

052



MAX HP	48	AGILITY	28
MAX MP	8	EXP	45
ATTACK	54	GOLD	47
DEFENCE	30		

Item: Magic water (3)

Recruitable: No

Locations: Coburg Castle dungeon, Abovitall Tower area, Abovitall Tower

Actions: Attack, Fizzle, Sizz

Small fry

053



MAX HP	52	AGILITY	25
MAX MP	0	EXP	50
ATTACK	59	GOLD	45
DEFENCE	33		

Item: Seed of life (2.5)

Recruitable: 2

Locations: Coburg area, Abovitall Tower, Lodestar Harbour area, Hay area, Zoomingale area

Actions: Attack, Fire Breath

Eyepod

056



MAX HP	49	AGILITY	31
MAX MP	5	EXP	42
ATTACK	55	GOLD	38
DEFENCE	40		

Item: Chimaera wing (3.5)

Recruitable: No

Locations: Coburg Castle dungeon, Abovitall Tower

Actions: Attack, Dazzle, Dazzleflash

Unrexpected

059



MAX HP	200	AGILITY	65
MAX MP	7	EXP	71
ATTACK	22	GOLD	79
DEFENCE	92		

Item: Mini medal (3.5)

Recruitable: No

Locations: Stockenbarrel, Helmunaptra, Mt Batten Pass, Knightmare Towers, Knightmare Towers

Actions: Attack, desperate attack, Absorb Magic, Kasnooze, Whack

Restless armour

062



MAX HP	65	AGILITY	41
MAX MP	0	EXP	65
ATTACK	72	GOLD	35
DEFENCE	64		

Item: Restless armour (2.5)

Recruitable: 1

Locations: Abovitall Tower, Lodestar Harbour area, Hay area, Zoomingale area

Actions: Attack, desperate attack, calls for backup (healslime)

Liquid metal slime

065



MAX HP	6	AGILITY	150
MAX MP	∞	EXP	10050
ATTACK	61	GOLD	10
DEFENCE	1023		

Item: Mini medal (2)

Recruitable: 1

Locations: Gotha Pass, Riteof Passage, Knightmare Towers, Stairway to Zenithia area, Faerie Palace area, Mantleplace, Mt Zugzwang area, Mt Zugzwang, Estark's Labyrinth

Actions: Attack, Sizz

Ruff ruffian

054



MAX HP	48	AGILITY	43
MAX MP	0	EXP	48
ATTACK	64	GOLD	37
DEFENCE	39		

Item: Copper sword (3)

Recruitable: No

Locations: Abovitall Tower area, Abovitall Tower, Lodestar Harbour area, Hay area, Zoomingale area

Actions: Attack

Hulagan

057



MAX HP	58	AGILITY	32
MAX MP	0	EXP	55
ATTACK	49	GOLD	42
DEFENCE	37		

Item: Leather kilt (2.5)

Recruitable: 2

Locations: Abovitall Tower, south Zoomingale area, scary lair area

Actions: Attack, desperate attack, Sultry Dance

Gourdzilla

060



MAX HP	42	AGILITY	48
MAX MP	0	EXP	59
ATTACK	57	GOLD	30
DEFENCE	31		

Item: Thorn whip (3)

Recruitable: No

Locations: Abovitall Tower, scary lair

Actions: Attack

Growlbear

063



MAX HP	67	AGILITY	44
MAX MP	4	EXP	57
ATTACK	59	GOLD	45
DEFENCE	64		

Item: Iron shield (3)

Recruitable: No

Locations: Lodestar Harbour area, Hay area, scary lair area, south Zoomingale area, Zoomingale area

Actions: Attack, Woosh

Pocus poppet

066



MAX HP	70	AGILITY	48
MAX MP	8	EXP	50
ATTACK	65	GOLD	120
DEFENCE	95		

Item: Seed of resilience (2)

Recruitable: 2

Locations: South Zoomingale area, scary lair area, scary lair

Actions: Attack, Dazzle, Fuddle, Sap

Grudgerigar

055



MAX HP	42	AGILITY	37
MAX MP	5	EXP	44
ATTACK	62	GOLD	31
DEFENCE	35		

Item: Medicinal herb (3.5)

Recruitable: 2

Locations: Coburg Castle dungeon, Abovitall Tower area

Actions: Attack, Kasap

Cross eye

058



MAX HP	74	AGILITY	35
MAX MP	10	EXP	52
ATTACK	60	GOLD	28
DEFENCE	40		

Item: Giant mallet (3)

Recruitable: 2

Locations: Abovitall Tower, south Zoomingale area, scary lair area, scary lair, tunnel to Mostroferatto

Actions: Attack, Cool Breath, Midheal

Metal slime knight

061



MAX HP	50	AGILITY	55
MAX MP	8	EXP	135
ATTACK	61	GOLD	31
DEFENCE	85		

Item: Iron cuirass (2.5)

Recruitable: No

Locations: Lodestar Harbour area, Hay area, scary lair, south Zoomingale area, Zoomingale area

Actions: Attack, launches itself, Midheal

Mudraker

064



MAX HP	85	AGILITY	20
MAX MP	0	EXP	60
ATTACK	70	GOLD	31
DEFENCE	40		

Item: Seed of life (2)

Recruitable: 3

Locations: Scary lair, tunnel to Mostroferatto

Actions: Attack, cries out loudly (mudraker appears)

Paralakeet

067



MAX HP	50	AGILITY	47
MAX MP	0	EXP	65
ATTACK	66	GOLD	35
DEFENCE	56		

Item: Chimaera wing (3)

Recruitable: No

Locations: South Zoomingale area, scary lair area, scary lair, Scuttlebutt area

Actions: Attack, Paralaysis Attack

Sasquash

068



MAX HP	85	AGILITY	35
MAX MP	2	EXP	74
ATTACK	75	GOLD	42
DEFENCE	50		

Item: Seed of strength (2)

Recruitable: No

Locations: Scary lair, Scuttlebutt area

Actions: Attack, Buff

Magic marionette

069



MAX HP	52	AGILITY	54
MAX MP	0	EXP	70
ATTACK	63	GOLD	30
DEFENCE	71		

Item: Dancer's costume (3)

Recruitable: 2

Locations: West Zoomingale area, Scuttlebutt area

Actions: Attack, Weird Dance

Wisp-o'-smoke

070



MAX HP	35	AGILITY	46
MAX MP	8	EXP	77
ATTACK	68	GOLD	17
DEFENCE	58		

Item: Magic water (3.5)

Recruitable: No

Locations: Scary lair, Scuttlebutt area, tunnel to Mostroferrato

Actions: Attack, Sizzle

Pokesperson

071



MAX HP	60	AGILITY	47
MAX MP	0	EXP	79
ATTACK	85	GOLD	42
DEFENCE	72		

Item: Iron cuirass (3)

Recruitable: No

Locations: Scary lair, Scuttlebutt area

Actions: Attack, charge

Corpse corporal

072



MAX HP	105	AGILITY	28
MAX MP	0	EXP	85
ATTACK	74	GOLD	11
DEFENCE	15		

Item: Yggdrasil leaf (2)

Recruitable: No

Locations: West Zoomingale area, tunnel to Mostroferrato

Actions: Attack, calls for backup (lesionnaire), Spooky Aura

Drooling ghoul

073



MAX HP	50	AGILITY	55
MAX MP	0	EXP	69
ATTACK	72	GOLD	22
DEFENCE	52		

Item: Medicinal herb (3)

Recruitable: No

Locations: West Zoomingale area, Mostroferrato area, Scuttlebutt area

Actions: Attack, Sleep Attack, calls for backup (drooling ghoul)

Gamigin

074



MAX HP	80	AGILITY	53
MAX MP	8	EXP	101
ATTACK	83	GOLD	55
DEFENCE	68		

Item: Monster munchies (2.5)

Recruitable: No

Locations: Mt Magmageddon

Actions: Attack, Frizzle

Great sabrecat

075



MAX HP	69	AGILITY	51
MAX MP	0	EXP	100
ATTACK	71	GOLD	45
DEFENCE	54		

Item: Iron claw (2.5)

Recruitable: No

Locations: West Zoomingale area, Scuttlebutt area

Actions: Attack, go for jugular, attack with razor-sharp claws

Thaumaturge

076



MAX HP	92	AGILITY	56
MAX MP	12	EXP	85
ATTACK	70	GOLD	43
DEFENCE	60		

Item: Holy water (3)

Recruitable: No

Locations: Mostroferrato area, Scuttlebutt area

Actions: Attack, Bounce, Swoosh

Hunter mech

077



MAX HP	72	AGILITY	63
MAX MP	0	EXP	140
ATTACK	88	GOLD	51
DEFENCE	90		

Item: Seed of wisdom (3)

Recruitable: No

Locations: Mostroferrato area, Mt Magmageddon area, Mt Magmageddon, Mt Batten pass

Actions: Attack, violent slash

Mimic

078



MAX HP	400	AGILITY	52
MAX MP	10	EXP	210
ATTACK	110	GOLD	110
DEFENCE	150		

Item: Mini medal (4)

Recruitable: No

Locations: Gotha Pass, Knightmare Towers, Talon Tower, Mt Zugzwang, Estark's Labyrinth

Actions: Attack, Drain Magic, Frizzle, Thwack

Chimaera

079



MAX HP	81	AGILITY	54
MAX MP	7	EXP	90
ATTACK	72	GOLD	45
DEFENCE	65		

Item: Chimaera wing (3.5)

Recruitable: 2

Locations: Mt Magmageddon area, Mt Magmageddon

Actions: Attack, Midheal

Wormbat

080



MAX HP	63	AGILITY	52
MAX MP	0	EXP	80
ATTACK	79	GOLD	33
DEFENCE	61		

Item: Moonwort bulb (3.5)

Recruitable: No

Locations: Tunnel to Mostroferrato, Mostroferrato area, Mt Magmageddon, Cataract Caves

Actions: Attack, Burning Breath (paralysis)

Pox tongue

081



MAX HP	105	AGILITY	32
MAX MP	0	EXP	99
ATTACK	75	GOLD	35
DEFENCE	42		

Item: Musk (3)

Recruitable: No

Locations: Mostroferrato area, Mt Magmageddon area, Cataract Caves

Actions: Attack, lick face (goosebumps)

Phantaseyes

082



MAX HP	130	AGILITY	41
MAX MP	0	EXP	115
ATTACK	105	GOLD	55
DEFENCE	65		

Item: Seed of strength (2)

Recruitable: No

Locations: Mostroferrato area, Mt Magmageddon area, Mt Magmageddon, Cataract Caves

Actions: Attack, stamp with giant foot, knock back to wagon

Rockbomb

083



MAX HP	115	AGILITY	10
MAX MP	2	EXP	95
ATTACK	69	GOLD	27
DEFENCE	12		

Item: Rockbomb shard (2.5)

Recruitable: 1

Locations: Mt Magmageddon area, Mt Magmageddon, Nightmare Towers

Actions: Launch attack, Focus Strength, Kamikazee

Hotbog

086



MAX HP	83	AGILITY	40
MAX MP	4	EXP	120
ATTACK	91	GOLD	31
DEFENCE	35		

Item: Seed of resilience (2)

Recruitable: No

Locations: Mt Magmageddon, Cataract Caves, Helmunaptra area

Actions: Attack, Buff

Gastank

089



MAX HP	112	AGILITY	23
MAX MP	0	EXP	115
ATTACK	75	GOLD	40
DEFENCE	40		

Item: Antidotal herb (3)

Recruitable: No

Locations: Cataract Caves

Actions: Attack, Poison Breath

Flamethrower

092



MAX HP	73	AGILITY	58
MAX MP	0	EXP	130
ATTACK	83	GOLD	50
DEFENCE	60		

Item: Seed of wisdom (2)

Recruitable: 1

Locations: Mt Magmageddon, Helmunaptra area, Gotha Pass

Actions: Attack, fierce fire, Fire Breath

Wizened wizard

095



MAX HP	84	AGILITY	47
MAX MP	12	EXP	123
ATTACK	68	GOLD	50
DEFENCE	72		

Item: Magic water (2.5)

Recruitable: No

Locations: Knot Welcome Inne area, Mt Batten pass, Gotha area

Actions: Attack, Sizzle, Midheal

Jiggery-pokerer

084



MAX HP	82	AGILITY	61
MAX MP	0	EXP	105
ATTACK	85	GOLD	41
DEFENCE	64		

Item: Iron cuirass (3)

Recruitable: No

Locations: Mostroferrato area, Mt Magmageddon area, Mt Magmageddon, Cataract Caves

Actions: Attack, charge, spear stab

Goodybag

087



MAX HP	45	AGILITY	70
MAX MP	∞	EXP	80
ATTACK	65	GOLD	200
DEFENCE	110		

Item: Prayer ring (1.5)

Recruitable: 2

Locations: Mt Magmageddon, Cataract Caves, Neverglade

Actions: Attack, Fizzle, Fuddle, Kasap, Weird Dance

Orc

090



MAX HP	105	AGILITY	55
MAX MP	0	EXP	125
ATTACK	90	GOLD	55
DEFENCE	64		

Item: Fur cape (3)

Recruitable: No

Locations: Cataract Caves, Helmunaptra area, Mt Batten pass

Actions: Attack

Frighturn

093



MAX HP	500	AGILITY	91
MAX MP	10	EXP	250
ATTACK	120	GOLD	158
DEFENCE	300		

Item: Mini medal (3.5)

Recruitable: No

Locations: Mt Zugzwang

Actions: Attack, two turns, Absorb Magic, Fuddle, Midheal

Drag-goof

096



MAX HP	125	AGILITY	53
MAX MP	0	EXP	127
ATTACK	99	GOLD	45
DEFENCE	65		

Item: Seed of wisdom (2)

Recruitable: 2

Locations: Knot Welcome Inne area, Mt Batten pass, Gotha Pass, Gotha area

Actions: Attack, grab attack

Monster tamer

085



MAX HP	80	AGILITY	53
MAX MP	0	EXP	108
ATTACK	75	GOLD	53
DEFENCE	58		

Item: Thorn whip (3)

Recruitable: No

Locations: Mostroferrato area, Mt Magmageddon area, Mt Magmageddon, Cataract Caves

Actions: Attack, calls for backup (bag o' laughs, cureslime, lesionnaire, phantaseyes)

Cureslime

088



MAX HP	76	AGILITY	37
MAX MP	∞	EXP	70
ATTACK	57	GOLD	43
DEFENCE	62		

Item: Yggdrasil leaf (2)

Recruitable: 1

Locations: Mostroferrato area, Mt Magmageddon area, Mt Magmageddon, Cataract Caves, King Dominicus's Dominion area, Helmunaptra area, Estuary Sanctuary, Porgie Estate area

Actions: Attack, Fullheal

King slime

091



MAX HP	210	AGILITY	40
MAX MP	15	EXP	200
ATTACK	115	GOLD	115
DEFENCE	58		

Item: Yggdrasil leaf (2.5)

Recruitable: 1

Locations: King Dominicus's Dominion area, Helmunaptra area, Porgie Estate area

Actions: Attack, slams wagon shut (no party change), smother, Zing

Lazy eye

094



MAX HP	110	AGILITY	33
MAX MP	10	EXP	95
ATTACK	70	GOLD	33
DEFENCE	44		

Item: Seed of life (2)

Recruitable: No

Locations: Helmunaptra area, Knot Welcome Inne area, Gotha area

Actions: Attack, Kabuff, Crack

Deadcurion

097



MAX HP	85	AGILITY	60
MAX MP	0	EXP	106
ATTACK	84	GOLD	25
DEFENCE	61		

Item: Moonwort bulb (3)

Recruitable: No

Locations: Mt Batten pass, Gotha Pass

Actions: Attack, Paralysis Attack, spear stab

Wight prince

098



MAX HP	115	AGILITY	67
MAX MP	0	EXP	158
ATTACK	100	GOLD	45
DEFENCE	89		

Item: Lightning staff (1.5)

Recruitable: No

Locations: Mt Batten pass, Gotha Pass

Actions: Attack, lightning staff

Lindworm

099



MAX HP	75	AGILITY	63
MAX MP	0	EXP	98
ATTACK	85	GOLD	42
DEFENCE	73		

Item: Musk (2)

Recruitable: No

Locations: Mt Batten pass, Gotha Pass

Actions: Attack, lick face (goosebumps)

Minidemon

100



MAX HP	70	AGILITY	55
MAX MP	8	EXP	120
ATTACK	79	GOLD	47
DEFENCE	68		

Item: Pot lid (3)

Recruitable: 2

Locations: Gotha Pass

Actions: Attack, Frizzle, Kaboom, Change Tactics

Eyevory tusk-tusk

101



MAX HP	140	AGILITY	56
MAX MP	0	EXP	145
ATTACK	115	GOLD	40
DEFENCE	60		

Item: Seed of strength (2)

Recruitable: No

Locations: Knot Welcome Inne area, Gotha area, Riteof Passage area, Knightmare Towers area, Lofty Peak area south

Actions: Attack, shouts suddenly (fear), knock back to wagon

Stone golem

102



MAX HP	120	AGILITY	33
MAX MP	0	EXP	176
ATTACK	130	GOLD	65
DEFENCE	110		

Item: Dieamend (1.5)

Recruitable: No

Locations: Riteof Passage area, Knightmare Towers area, Lofty Peak area south

Actions: Attack, desperate attack, stamp with giant foot, Muster Strength,

Quack up

103



MAX HP	84	AGILITY	65
MAX MP	5	EXP	135
ATTACK	85	GOLD	57
DEFENCE	60		

Item: Chimaera wing (2.5)

Recruitable: No

Locations: Mt Batten pass, Gotha Pass, Knightmare Towers

Actions: Attack, Snooze

Samigina

104



MAX HP	99	AGILITY	70
MAX MP	9	EXP	155
ATTACK	107	GOLD	50
DEFENCE	67		

Item: Prayer ring (2)

Recruitable: 2

Locations: Gotha Pass, Riteof Passage area, Riteof Passage, Knightmare Towers area, Lofty Peak area south

Actions: Attack, Fizzle, Spooky Aura

Hocus chimaera

105



MAX HP	99	AGILITY	63
MAX MP	50	EXP	171
ATTACK	82	GOLD	65
DEFENCE	67		

Item: Chimaera wing (3)

Recruitable: No

Locations: Gotha Pass, Riteof Passage area, Knightmare Towers area, Knightmare Towers, Lofty Peak area south

Actions: Attack, Crack, Dazzle, Heal, Sizz

Toxtongue

106



MAX HP	130	AGILITY	48
MAX MP	0	EXP	180
ATTACK	95	GOLD	35
DEFENCE	40		

Item: Seed of wisdom (2)

Recruitable: No

Locations: Gotha Pass, Knightmare Towers

Actions: Attack, spit saliva, lick face (goosebumps)

Admirer

107



MAX HP	320	AGILITY	120
MAX MP	30	EXP	550
ATTACK	95	GOLD	85
DEFENCE	30		

Item: Mini medal (2)

Recruitable: No

Locations: Riteof Passage, Stairway to Zenithia, Mt Zugzwang

Actions: Attack, Morph

Hex helmet

108



MAX HP	70	AGILITY	72
MAX MP	0	EXP	210
ATTACK	90	GOLD	40
DEFENCE	90		

Item: Iron mask (2.5)

Recruitable: No

Locations: Riteof Passage area, Riteof Passage, Knightmare Towers area, Lofty Peak area south

Actions: Attack, place curse

Orc king

109



MAX HP	115	AGILITY	70
MAX MP	20	EXP	205
ATTACK	110	GOLD	65
DEFENCE	65		

Item: Fur cape (3)

Recruitable: 3

Locations: Riteof Passage area, Riteof Passage, Knightmare Towers area, Knightmare Towers, Lofty Peak area south

Actions: Attack, Zing

Gashag

110



MAX HP	110	AGILITY	52
MAX MP	0	EXP	190
ATTACK	105	GOLD	55
DEFENCE	62		

Item: Antidotal herb (2.5)

Recruitable: No

Locations: Riteof Passage

Actions: Attack, Venom Mist

Hippoblockomus

111



MAX HP	100	AGILITY	45
MAX MP	0	EXP	202
ATTACK	105	GOLD	60
DEFENCE	120		

Item: Iron shield (3)

Recruitable: No

Locations: Riteof Passage, Knightmare Towers

Actions: Attack, defend

Hawk man

112



MAX HP	93	AGILITY	70
MAX MP	4	EXP	185
ATTACK	95	GOLD	51
DEFENCE	62		

Item: Steel broadsword (2.5)

Recruitable: 2

Locations: Knightmare Towers

Actions: Attack, violent slash, Woosh

Hula ghou!l

113



MAX HP	78	AGILITY	63
MAX MP	0	EXP	225
ATTACK	84	GOLD	45
DEFENCE	60		

Item: Dancer's costume (3)

Recruitable: No

Locations: Riteof Passage, Nightmare Towers

Actions: Attack, Sleep Attack, Sultry Dance, Weird Dance

Hoodlum

116



MAX HP	83	AGILITY	61
MAX MP	0	EXP	195
ATTACK	75	GOLD	54
DEFENCE	71		

Item: Stone axe (3)

Recruitable: 2

Locations: Lofty Peak area, Stairway to Zenithia, Diggery Pokery area

Actions: Attack, two turns, desperate attack, Frenzy

Pink elephant

119



MAX HP	150	AGILITY	56
MAX MP	0	EXP	264
ATTACK	137	GOLD	70
DEFENCE	75		

Item: Seed of life (2)

Recruitable: No

Locations: Stairway to Zenithia area, Faerie Palace area

Actions: Attack, stamp with giant foot, knock back to wagon, shouts suddenly (fear)

Muddy hand

122



MAX HP	93	AGILITY	71
MAX MP	0	EXP	110
ATTACK	83	GOLD	35
DEFENCE	60		

Item: Chimaera wing (2.5)

Recruitable: No

Locations: Stairway to Zenithia area, Faerie Palace area, Mantleplace

Actions: Attack, calls for backup (muddy hand, golem)

Firebird

125



MAX HP	95	AGILITY	82
MAX MP	0	EXP	238
ATTACK	89	GOLD	63
DEFENCE	80		

Item: Somatic staff (2.5)

Recruitable: No

Locations: Mantleplace, Lofty Peak area north

Actions: Attack, fierce fire

Hellion

114



MAX HP	110	AGILITY	78
MAX MP	0	EXP	240
ATTACK	117	GOLD	70
DEFENCE	72		

Item: Iron claw (3)

Recruitable: 2

Locations: Nightmare Towers

Actions: Attack, two turns, uses medicinal herb, attack with razor-sharp claws

Air duckt

117



MAX HP	119	AGILITY	64
MAX MP	10	EXP	217
ATTACK	89	GOLD	60
DEFENCE	73		

Item: Cherub chime (2)

Recruitable: No

Locations: Stairway to Zenithia, Lofty Peak area north

Actions: Attack, Fuddle

Drag-oon

120



MAX HP	130	AGILITY	63
MAX MP	0	EXP	245
ATTACK	130	GOLD	63
DEFENCE	81		

Item: Pixa Punch (2.5)

Recruitable: No

Locations: Lofty Peak area, Diggery Pokery area, Mantleplace

Actions: Attack, Sandstorm (dazzle)

Golem

123



MAX HP	190	AGILITY	51
MAX MP	0	EXP	330
ATTACK	160	GOLD	90
DEFENCE	150		

Item: Seed of strength (2)

Recruitable: 3

Locations: Lofty Peak area, Diggery Pokery area, Faerie Palace area, Mantleplace, Talon Tower, Crocodilopolis, Precaria area

Actions: Attack

Revaulting horse

126



MAX HP	130	AGILITY	69
MAX MP	5	EXP	270
ATTACK	120	GOLD	75
DEFENCE	94		

Item: Magic water (2.5)

Recruitable: 2

Locations: Stairway to Zenithia area, Faerie Palace area

Actions: Attack, Midheal

Jowler

115



MAX HP	99	AGILITY	51
MAX MP	0	EXP	183
ATTACK	105	GOLD	37
DEFENCE	45		

Item: Seed of agility (2)

Recruitable: No

Locations: Knick-knackatory, Oasis

Actions: Attack, hard kick, calls for backup (cureslime)

Tortoceratops

118



MAX HP	113	AGILITY	49
MAX MP	0	EXP	225
ATTACK	121	GOLD	45
DEFENCE	115		

Item: Seed of strength (1.5)

Recruitable: No

Locations: Lofty Peak area, Diggery Pokery area

Actions: Attack, charge, Muster Strength, desperate attack

Hypothermion

121



MAX HP	115	AGILITY	77
MAX MP	9	EXP	252
ATTACK	110	GOLD	60
DEFENCE	93		

Item: Seed of magic (2)

Recruitable: No

Locations: Lofty Peak area, Stairway to Zenithia, Diggery Pokery area

Actions: Attack, Crackle, Whack

Mandrake major

124



MAX HP	127	AGILITY	78
MAX MP	4	EXP	215
ATTACK	105	GOLD	65
DEFENCE	95		

Item: Saw blade (3)

Recruitable: No

Locations: Lofty Peak area, Diggery Pokery area, Mantleplace

Actions: Attack, violent slash, Buff, Kasap

Blizzybody

127



MAX HP	104	AGILITY	73
MAX MP	6	EXP	290
ATTACK	105	GOLD	60
DEFENCE	73		

Item: Top hat (2.5)

Recruitable: 1

Locations: Estuary Sanctuary

Actions: Attack, Crackle, Freezing Blizzard

Stenchurion

128



MAX HP	167	AGILITY	45
MAX MP	0	EXP	282
ATTACK	115	GOLD	40
DEFENCE	53		

Item: Blood mail (2.5)

Recruitable: No

Locations: Estuary Sanctuary, Diggery Pokery, Mantleplace

Actions: Attack, Poison Attack

Necromancer

129



MAX HP	132	AGILITY	75
MAX MP	30	EXP	325
ATTACK	98	GOLD	90
DEFENCE	115		

Item: Prayer ring (2)

Recruitable: No

Locations: Estuary Sanctuary, Stairway to Zenithia area, Faerie Palace area

Actions: Attack, Bounce, Fizzle, Zing

King cureslime

130



MAX HP	156	AGILITY	58
MAX MP	120	EXP	380
ATTACK	99	GOLD	100
DEFENCE	99		

Item: Rebirth stone (1.5)

Recruitable: 1

Locations: Stairway to Zenithia

Actions: Attack, Drain Magic, Omniheal

Red-hot poker

131



MAX HP	115	AGILITY	77
MAX MP	0	EXP	270
ATTACK	125	GOLD	63
DEFENCE	105		

Item: Iron cuirass (2.5)

Recruitable: No

Locations: Stairway to Zenithia area, Faerie Palace area

Actions: Attack, spear stab

Hippopotamiss

132



MAX HP	138	AGILITY	56
MAX MP	2	EXP	295
ATTACK	135	GOLD	80
DEFENCE	160		

Item: Iron shield (2.5)

Recruitable: No

Locations: Stairway to Zenithia

Actions: Attack, charge, Kaclang

Gargoyle

133



MAX HP	123	AGILITY	80
MAX MP	3	EXP	290
ATTACK	140	GOLD	85
DEFENCE	96		

Item: Seed of agility (2.5)

Recruitable: No

Locations: Stairway to Zenithia, Mantleplace

Actions: Attack, Snooze, comes to aid (gargoyle)

Warhog

134



MAX HP	143	AGILITY	78
MAX MP	0	EXP	335
ATTACK	154	GOLD	90
DEFENCE	110		

Item: Battle-axe (2)

Recruitable: 2

Locations: Stairway to Zenithia, Diggery Pokery, Mantleplace

Actions: Attack, deep breath, fierce attack

Hades' helm

135



MAX HP	115	AGILITY	95
MAX MP	0	EXP	294
ATTACK	130	GOLD	95
DEFENCE	135		

Item: Hades' helm (2)

Recruitable: 1

Locations: Diggery Pokery, Mantleplace

Actions: Attack, place curse

Prowler jowler

136



MAX HP	140	AGILITY	70
MAX MP	0	EXP	310
ATTACK	145	GOLD	65
DEFENCE	70		

Item: Seed of agility (2)

Recruitable: No

Locations: Diggery Pokery

Actions: Attack, hard kick

Hyperpyrexion

137



MAX HP	135	AGILITY	79
MAX MP	20	EXP	401
ATTACK	140	GOLD	110
DEFENCE	121		

Item: Faerie foil (2.5)

Recruitable: No

Locations: Diggery Pokery, Neverglade area, Mantleplace

Actions: Attack, fierce fire, Multiheal

Terrorceratops

138



MAX HP	135	AGILITY	61
MAX MP	0	EXP	376
ATTACK	165	GOLD	95
DEFENCE	125		

Item: Seed of resilience (2)

Recruitable: No

Locations: Diggery Pokery, Mantleplace

Actions: Attack, charge, Body Slam

Mandrake marauder

139



MAX HP	123	AGILITY	88
MAX MP	0	EXP	380
ATTACK	160	GOLD	81
DEFENCE	115		

Item: Steel broadsword (2.5)

Recruitable: No

Locations: Diggery Pokery, Crocodilopolis

Actions: Attack, violent slash, calls for backup (mandrake marauder)

Silvapihhecus

140



MAX HP	140	AGILITY	77
MAX MP	8	EXP	403
ATTACK	130	GOLD	100
DEFENCE	110		

Item: Elfin elixir (2.5)

Recruitable: No

Locations: Neverglade area, Mantleplace area, Mantleplace, Talon Tower

Actions: Attack, Absorb Magic, Sizzle

Pummel horse

141



MAX HP	128	AGILITY	75
MAX MP	4	EXP	350
ATTACK	138	GOLD	68
DEFENCE	101		

Item: Monster munchies (2.5)

Recruitable: No

Locations: Neverglade area, Neverglade

Actions: Attack, slams wagon shut (no party change), Buff

Dragon zombie

142



MAX HP	240	AGILITY	48
MAX MP	0	EXP	450
ATTACK	173	GOLD	55
DEFENCE	55		

Item: Ruinous shield (2.5)

Recruitable: No

Locations: Neverglade area, Mantleplace area

Actions: Attack, chilly breath

Bomboulder

143



MAX HP	220	AGILITY	52
MAX MP	5	EXP	340
ATTACK	105	GOLD	70
DEFENCE	195		

Item: Diamend (2)

Recruitable: 1

Locations: Neverglade area, Neverglade, Talon Tower, Estark's Labyrinth

Actions: Attack, Kerplunk

Moosifer

146



MAX HP	180	AGILITY	85
MAX MP	13	EXP	410
ATTACK	147	GOLD	120
DEFENCE	120		

Item: Devil armour (2.5)

Recruitable: 3

Locations: Neverglade, Talon Tower

Actions: Attack, Kasizzle, Kaswoosh, Crackle

Orobas

149



MAX HP	171	AGILITY	85
MAX MP	16	EXP	410
ATTACK	163	GOLD	98
DEFENCE	155		

Item: Yggdrasil leaf (2.5)

Recruitable: No

Locations: Mantleplace area, Mantleplace, Crocodilopolis

Actions: Attack, Frizzle, Yggdrasil leaf

Tyrannoceratops

152



MAX HP	161	AGILITY	63
MAX MP	0	EXP	470
ATTACK	173	GOLD	80
DEFENCE	137		

Item: Seed of resilience (1.5)

Recruitable: No

Locations: Mt Zugzwang area

Actions: Attack, knock back to wagon

Wrecktor

155



MAX HP	179	AGILITY	75
MAX MP	80	EXP	550
ATTACK	165	GOLD	117
DEFENCE	123		

Item: Mini medal (1.5)

Recruitable: No

Locations: Crocodilopolis, Mt Zugzwang

Actions: Attack, two turns, Bounce, Kazing

Metal king slime

144



MAX HP	7	AGILITY	152
MAX MP	20	EXP	30010
ATTACK	97	GOLD	15
DEFENCE	1023		

Item: Mini medal (2)

Recruitable: No

Locations: Mt Zugzwang, Estark's Labyrinth

Actions: Attack, Hocus Pocus

Snake ch-arm-er

147



MAX HP	131	AGILITY	77
MAX MP	5	EXP	370
ATTACK	152	GOLD	82
DEFENCE	100		

Item: Serpent sword (2.5)

Recruitable: No

Locations: Mantleplace area, Crocodilopolis

Actions: Attack, Sleep Attack, go for jugular, Kasnooze

Snowbird

150



MAX HP	150	AGILITY	80
MAX MP	14	EXP	445
ATTACK	150	GOLD	90
DEFENCE	120		

Item: Hermes' hat (1.5)

Recruitable: 2

Locations: Mantleplace area, Precaria area

Actions: Attack, chilly breath, Thwack

Balhib

153



MAX HP	280	AGILITY	125
MAX MP	23	EXP	130
ATTACK	175	GOLD	1023
DEFENCE	130		

Item: Hela hammer (2)

Recruitable: No

Locations: Talon Tower, Precaria area, Mt Zugzwang

Actions: Attack, fierce attack, Kaswoosh

Mandrake marshal

156



MAX HP	175	AGILITY	91
MAX MP	16	EXP	490
ATTACK	190	GOLD	98
DEFENCE	145		

Item: Steel broadsword (2.5)

Recruitable: 2

Locations: Talon Tower, Crocodilopolis, Mt Zugzwang, Estark's Labyrinth

Actions: Attack, violent slash, Buff, Kasap

Quadrahead

145



MAX HP	109	AGILITY	90
MAX MP	25	EXP	390
ATTACK	103	GOLD	112
DEFENCE	230		

Item: Seed of magic (2)

Recruitable: No

Locations: Neverglade, Talon Tower

Actions: Buff, Dazzle, Fizzle, Sap, Change Tactics, blown away

Thwarthog

148



MAX HP	155	AGILITY	80
MAX MP	10	EXP	393
ATTACK	170	GOLD	109
DEFENCE	140		

Item: Chain mail (2.5)

Recruitable: No

Locations: Mantleplace area, Talon Tower

Actions: Attack, fierce attack, defend, Midheal

Black dragon

151



MAX HP	200	AGILITY	88
MAX MP	0	EXP	630
ATTACK	185	GOLD	125
DEFENCE	144		

Item: Seed of strength (2)

Recruitable: No

Locations: Talon Tower, Crocodilopolis

Actions: Attack, grab attack, fierce fire

Metal dragon

154



MAX HP	172	AGILITY	94
MAX MP	0	EXP	610
ATTACK	210	GOLD	93
DEFENCE	210		

Item: Metal king armour (1)

Recruitable: No

Locations: Talon Tower, Crocodilopolis, Precaria area

Actions: Attack, calls for backup (golem), stamp with giant foot

Beastmaster

157



MAX HP	180	AGILITY	81
MAX MP	36	EXP	400
ATTACK	154	GOLD	110
DEFENCE	155		

Item: Devil armour (2)

Recruitable: 3

Locations: Mantleplace, Mt Zugzwang

Actions: Attack, calls for backup (ice-breaker), comes to aid (beastmaster), Multiheal, Weird Dance

Fire-eater

158



MAX HP	130	AGILITY	115
MAX MP	0	EXP	370
ATTACK	170	GOLD	80
DEFENCE	70		

Item: Moonwort bulb (2)

Recruitable: No

Locations: Mantleplace

Actions: Attack, Paralysis Attack, launches itself, go for jugular, Body Slam

Ice-breaker

159



MAX HP	150	AGILITY	115
MAX MP	0	EXP	310
ATTACK	180	GOLD	74
DEFENCE	70		

Item: Fire claw (2.5)

Recruitable: No

Locations: Mantleplace

Actions: Attack, attack with razor-sharp claws, go for jugular

Luneyetic

160



MAX HP	300	AGILITY	72
MAX MP	20	EXP	380
ATTACK	138	GOLD	82
DEFENCE	55		

Item: Thinking cap (2)

Recruitable: No

Locations: Mantleplace, Mt Zugzwang

Actions: Attack, defend, Dazzleflash, Hocus Pocus

Archdemon

161



MAX HP	305	AGILITY	70
MAX MP	45	EXP	927
ATTACK	234	GOLD	85
DEFENCE	160		

Item: Rockbomb shard (2.5)

Recruitable: 1

Locations: Mantleplace

Actions: Attack, Kaboom

Soulspawn

162



MAX HP	155	AGILITY	108
MAX MP	0	EXP	551
ATTACK	145	GOLD	53
DEFENCE	67		

Item: Elfin elixir (3)

Recruitable: No

Locations: Crocodilopolis, Mt Zugzwang area, Mt Zugzwang, Estark's Labyrinth

Actions: Attack, dark haze (neutralise magic), war drum, Change Tactics, Sweet Breath

Great dragon

163



MAX HP	250	AGILITY	95
MAX MP	0	EXP	810
ATTACK	220	GOLD	158
DEFENCE	160		

Item: Rebirth stone (1.5)

Recruitable: 1

Locations: Precaria area, Mt Zugzwang

Actions: Attack, grab attack, blistering flames, calls for backup (great dragon)

Snake handler

164



MAX HP	170	AGILITY	88
MAX MP	20	EXP	640
ATTACK	160	GOLD	110
DEFENCE	164		

Item: Legerdemantle (2)

Recruitable: No

Locations: Crocodilopolis, Mt Zugzwang

Actions: Attack, Absorb Magic, Kasizzle, Yggdrasil leaf

Killing machine

165



MAX HP	179	AGILITY	98
MAX MP	0	EXP	633
ATTACK	185	GOLD	74
DEFENCE	185		

Item: Spiked armour (2.5)

Recruitable: 1

Locations: Precaria area, Mt Zugzwang area, Mt Zugzwang

Actions: Attack, two turns, fierce attack, violent slash

Pazuzu

166



MAX HP	177	AGILITY	89
MAX MP	30	EXP	610
ATTACK	168	GOLD	112
DEFENCE	158		

Item: Kamikazee bracer (2)

Recruitable: No

Locations: Precaria area, Mt Zugzwang

Actions: Attack, Crackle, Kacackle, Kerplunk

Hybird

167



MAX HP	180	AGILITY	86
MAX MP	20	EXP	575
ATTACK	170	GOLD	90
DEFENCE	160		

Item: Hermes' hat (2)

Recruitable: No

Locations: Mt Zugzwang area, Mt Zugzwang

Actions: Attack, fierce fire, blistering flames, Kasizzle

Hyperanemon

168



MAX HP	250	AGILITY	97
MAX MP	16	EXP	580
ATTACK	180	GOLD	124
DEFENCE	170		

Item: Dark shield (2.5)

Recruitable: 1

Locations: Mt Zugzwang, Estark's Labyrinth

Actions: Attack, place curse, Kaswoosh

Wyrtoise

169



MAX HP	178	AGILITY	63
MAX MP	24	EXP	590
ATTACK	169	GOLD	140
DEFENCE	260		

Item: Magic water (3)

Recruitable: No

Locations: Mt Zugzwang area, Mt Zugzwang, Estark's Labyrinth

Actions: Attack, Bounce, Fullheal, Kaclang, Lightning

Gigantes

170



MAX HP	350	AGILITY	77
MAX MP	0	EXP	570
ATTACK	210	GOLD	70
DEFENCE	110		

Item: Seed of strength (2)

Recruitable: 2

Locations: Mt Zugzwang area, Mt Zugzwang, Estark's Labyrinth

Actions: Attack, Frenzy, stamp with giant foot

Lick-o'-flame

171



MAX HP	125	AGILITY	87
MAX MP	0	EXP	550
ATTACK	125	GOLD	95
DEFENCE	115		

Item: Seed of life (2)

Recruitable: No

Locations: Mt Zugzwang

Actions: Attack, Burning Breath, blistering flames

Drakenstein

172



MAX HP	300	AGILITY	65
MAX MP	33	EXP	670
ATTACK	190	GOLD	53
DEFENCE	93		

Item: Poison needle (2.5)

Recruitable: No

Locations: Mt Zugzwang, Estark's Labyrinth

Actions: Attack, chilly breath, Kacackle

Deathsqad

173



MAX HP	200	AGILITY	99
MAX MP	0	EXP	519
ATTACK	140	GOLD	80
DEFENCE	210		

Item: Rockbomb shard (3)

Recruitable: No

Locations: Estark's Labyrinth

Actions: Attack, rockbomb shard, war drum, Sultry Dance, Weird Dance

Gloom slugger

176



MAX HP	160	AGILITY	103
MAX MP	15	EXP	570
ATTACK	179	GOLD	57
DEFENCE	139		

Item: Cobra claw (2.5)

Recruitable: No

Locations: Mt Zugzwang

Actions: Attack, go for jugular, Dazzle

Bilhaw

179



MAX HP	440	AGILITY	119
MAX MP	36	EXP	1275
ATTACK	250	GOLD	300
DEFENCE	185		

Item: Ogre shield (2.5)

Recruitable: No

Locations: Estark's Labyrinth

Actions: Attack, fierce attack, desperate attack, Kacackle, Omniheal

Morphean mollusc

182



MAX HP	55	AGILITY	60
MAX MP	0	EXP	110
ATTACK	80	GOLD	47
DEFENCE	97		

Item: Seed of resilience (2)

Recruitable: No

Locations: Water—near Stockenbarrel

Actions: Attack, Sleep Attack, Sweet Breath

Pollywaggle

185



MAX HP	65	AGILITY	38
MAX MP	0	EXP	99
ATTACK	69	GOLD	29
DEFENCE	49		

Item: Chimaera wing (2)

Recruitable: No

Locations: Cataract Caves, water—entire sea (except near stairway to Zenithia)

Actions: Attack, smother

Wight king

174



MAX HP	250	AGILITY	87
MAX MP	36	EXP	777
ATTACK	150	GOLD	5
DEFENCE	142		

Item: Staff of antimagic (2.5)

Recruitable: No

Locations: Mt Zugzwang

Actions: Attack, staff of antimagic (Fizz), Kaswoosh

Mechan-o'-wurm

177



MAX HP	350	AGILITY	99
MAX MP	0	EXP	978
ATTACK	260	GOLD	160
DEFENCE	270		

Item: Orichalcum fangs (2)

Recruitable: No

Locations: Estark's Labyrinth

Actions: Attack

Pollywiggler

180



MAX HP	62	AGILITY	50
MAX MP	0	EXP	80
ATTACK	69	GOLD	30
DEFENCE	40		

Item: Medicinal herb (2.5)

Recruitable: No

Locations: Water—near Stockenbarrel

Actions: Attack, smother

Suckling ocker

183



MAX HP	73	AGILITY	55
MAX MP	0	EXP	95
ATTACK	75	GOLD	37
DEFENCE	55		

Item: Dancer's costume (2)

Recruitable: No

Locations: Cataract Caves, water—entire sea (except near Stockenbarrel)

Actions: Attack, Weird Dance

Sea dog

186



MAX HP	88	AGILITY	57
MAX MP	0	EXP	113
ATTACK	89	GOLD	45
DEFENCE	63		

Item: Saw blade (2.5)

Recruitable: No

Locations: Water—entire sea

Actions: Attack, violent slash

Doom slugger

175



MAX HP	150	AGILITY	103
MAX MP	0	EXP	510
ATTACK	169	GOLD	63
DEFENCE	135		

Item: Cobra claw (2.5)

Recruitable: No

Locations: Mt Zugzwang

Actions: Attack, attack with razor-sharp claws, Venom Mist

Barbatos

178



MAX HP	480	AGILITY	124
MAX MP	65	EXP	1165
ATTACK	205	GOLD	215
DEFENCE	192		

Item: Hell sabre (2)

Recruitable: 1

Locations: Mt Zugzwang, Estark's Labyrinth

Actions: Attack, launch attack, blistering flames, Kaboom

Man o' war

181



MAX HP	50	AGILITY	48
MAX MP	0	EXP	77
ATTACK	65	GOLD	22
DEFENCE	41		

Item: Moonwort bulb (2.5)

Recruitable: 3

Locations: Estuary Sanctuary, water—entire sea (except near Stockenbarrel)

Actions: Attack, Paralysis Attack, Burning Breath (paralysis)

Merman

184



MAX HP	78	AGILITY	51
MAX MP	9	EXP	105
ATTACK	85	GOLD	45
DEFENCE	72		

Item: Iron claw (2.5)

Recruitable: No

Locations: Cataract Caves, water—entire sea

Actions: Attack, attack with razor-sharp claws, Sap

Cross bones

187



MAX HP	105	AGILITY	56
MAX MP	0	EXP	200
ATTACK	95	GOLD	100
DEFENCE	73		

Item: Top hat (2.5)

Recruitable: No

Locations: Water—entire sea (except near Stockenbarrel)

Actions: Attack, calls for backup (sea dog)

Wallop scallop

188



MAX HP	75	AGILITY	67
MAX MP	30	EXP	120
ATTACK	87	GOLD	43
DEFENCE	110		

Item: Seed of resilience (2)

Recruitable: No

Locations: Water—entire sea (except near stairway to Zenithia)

Actions: Attack, Whack

Mother ocker

189



MAX HP	100	AGILITY	62
MAX MP	0	EXP	125
ATTACK	84	GOLD	53
DEFENCE	40		

Item: Monster munchies (2.5)

Recruitable: No

Locations: Estuary Sanctuary, water—near stairway to Zenithia

Actions: Attack, Sandstorm (dazzle), calls for backup (cureslime)

Thaumatosaurus

190



MAX HP	140	AGILITY	67
MAX MP	0	EXP	210
ATTACK	110	GOLD	59
DEFENCE	89		

Item: Seed of life (2)

Recruitable: No

Locations: Water—entire sea (except near Stockenbarrel)

Actions: Attack, Muster Strength

Old man of the sea

191



MAX HP	130	AGILITY	71
MAX MP	50	EXP	230
ATTACK	110	GOLD	110
DEFENCE	103		

Item: Shellmet (3)

Recruitable: 2

Locations: Water—entire sea

Actions: Attack, Crackle, Lightning, Swoosh

Merking

192



MAX HP	95	AGILITY	83
MAX MP	3	EXP	170
ATTACK	120	GOLD	90
DEFENCE	90		

Item: Seed of strength (1.5)

Recruitable: No

Locations: Water—entire sea

Actions: Attack, Fizzle

Poltarrgeist

193



MAX HP	123	AGILITY	84
MAX MP	40	EXP	350
ATTACK	130	GOLD	85
DEFENCE	105		

Item: Zombie mail (2.5)

Recruitable: No

Locations: Water—entire sea

Actions: Attack, calls for backup (sea dog) Multiheal

Strongylokrotaphus

194



MAX HP	160	AGILITY	92
MAX MP	0	EXP	400
ATTACK	145	GOLD	125
DEFENCE	62		

Item: Faerie foil (2.5)

Recruitable: No

Locations: Water—near stairway to Zenithia

Actions: Attack, blistering flames, Flame Breath

Pip fighter

195



MAX HP	45	AGILITY	20
MAX MP	13	EXP	25
ATTACK	38	GOLD	25
DEFENCE	30		

Item: Medicinal herb (3)

Recruitable: 2

Locations: Faerie Lea area

Actions: Attack, Buff, Kazap

Battle pip

196



MAX HP	50	AGILITY	17
MAX MP	0	EXP	24
ATTACK	43	GOLD	9
DEFENCE	35		

Item: Antidotal herb (3)

Recruitable: 2

Locations: Faerie Lea area

Actions: Attack

Epipany

197



MAX HP	37	AGILITY	19
MAX MP	19	EXP	22
ATTACK	30	GOLD	12
DEFENCE	33		

Item: Holy water (3)

Recruitable: 2

Locations: Faerie Lea area

Actions: Attack, Heal, Omniheal (not enough MP)

Wiz pip

198



MAX HP	32	AGILITY	23
MAX MP	19	EXP	23
ATTACK	22	GOLD	18
DEFENCE	27		

Item: T 'n' T ticket (3)

Recruitable: 2

Locations: Faerie Lea area

Actions: Attack, Crack, Frizz, Kaboom (not enough MP), Sap

Conkuistador

199



MAX HP	150	AGILITY	38
MAX MP	19	EXP	72
ATTACK	75	GOLD	50
DEFENCE	60		

Item: Yggdrasil dew (2)

Recruitable: 2

Locations: Stairway to Zenithia area, Neverglade area, Faerie Palace area

Actions: Attack, Blade of Ultimate Power (not enough MP), Heal, Woosh

Conkerer

200



MAX HP	120	AGILITY	30
MAX MP	0	EXP	70
ATTACK	85	GOLD	32
DEFENCE	58		

Item: Medicinal herb (3)

Recruitable: 2

Locations: Stairway to Zenithia area, Neverglade, Faerie Palace area

Actions: Attack

Conkuisitor

201



MAX HP	140	AGILITY	41
MAX MP	19	EXP	75
ATTACK	68	GOLD	33
DEFENCE	50		

Item: Yggdrasil leaf (2)

Recruitable: 2

Locations: Stairway to Zenithia area, Neverglade area, Neverglade, Faerie Palace area

Actions: Attack, Midheal, Omniheal (not enough MP)

Conkjurer

202



MAX HP	120	AGILITY	45
MAX MP	22	EXP	68
ATTACK	55	GOLD	40
DEFENCE	40		

Item: T 'n' T ticket (2.5)

Recruitable: 2

Locations: Stairway to Zenithia area, Neverglade area, Faerie Palace area

Actions: Attack, Bang, Kathwack (not enough MP), Kasap, Sizz

Bosses

Living statue



MAX HP	100	AGILITY	5
MAX MP	0	EXP	85
ATTACK	33	GOLD	70
DEFENCE	45		

Item: Seed of resilience (4)

Locations: Uptaten Tower

Actions: Attack, defend, desperate attack

Haunted housekeeper



MAX HP	200	AGILITY	20
MAX MP	40	EXP	300
ATTACK	36	GOLD	180
DEFENCE	50		

Item: Seed of strength (0.5)

Locations: Uptaten Tower

Actions: Attack, Frizz, Sap, Sizz

Dwight



MAX HP	140	AGILITY	28
MAX MP	6	EXP	105
ATTACK	42	GOLD	50
DEFENCE	40		

Item: Magic water (4)

Locations: Winter Palace

Actions: Attack, Drain Magic, Heal

The Winter Queen



MAX HP	550	AGILITY	18
MAX MP	90	EXP	650
ATTACK	50	GOLD	200
DEFENCE	45		

Item: Chimaera wing (4)

Locations: Winter Palace

Actions: Attack, Cool Breath, Crack, Focus Strength, Heal

Slave-driver



MAX HP	65	AGILITY	21
MAX MP	0	EXP	50
ATTACK	40	GOLD	60
DEFENCE	38		

Item: Seed of agility (0.5)

Locations: Ancient Ruins

Actions: Attack, Weird Dance, medicinal herb

Faux dowager



MAX HP	650	AGILITY	35
MAX MP	0	EXP	750
ATTACK	130	GOLD	320
DEFENCE	100		

Item: Seed of magic (3.5)

Locations: Coburg Castle

Actions: Attack, deep breath, fierce fire, calls for backup (lesionnaire, bag o' laughs)

Magman



MAX HP	420	AGILITY	21
MAX MP	0	EXP	350
ATTACK	90	GOLD	250
DEFENCE	60		

Item: Magic water (3)

Locations: Mt Magmageddon

Actions: Attack, fierce fire

Robbin' Hood



MAX HP	1400	AGILITY	30
MAX MP	25	EXP	1150
ATTACK	235	GOLD	500
DEFENCE	80		

Item: Stone axe (3.5)

Locations: Riteof Passage

Actions: Attack, desperate attack, Midheal

Orc Pawn



MAX HP	800	AGILITY	70
MAX MP	30	EXP	350
ATTACK	155	GOLD	300
DEFENCE	121		

Item: Fur cape (1.5)

Locations: Knightmare Towers

Actions: Attack, Kasap

Chimaera Pawn



MAX HP	800	AGILITY	80
MAX MP	∞	EXP	450
ATTACK	145	GOLD	350
DEFENCE	150		

Item: Chimaera wing (2.5)

Locations: Knightmare Towers

Actions: Attack, two turns, Crackle, Midheal, Sizzle, fierce fire

Kon the Knight



MAX HP	1200	AGILITY	50
MAX MP	999	EXP	3000
ATTACK	220	GOLD	0
DEFENCE	120		

Item: Mini medal (0.5)

Locations: Knightmare Towers

Actions: Attack, spells deflected until Bianca joins battle, chilly breath, Frizzle, Kaswoosh

Merry Man



MAX HP	500	AGILITY	65
MAX MP	30	EXP	750
ATTACK	130	GOLD	150
DEFENCE	90		

Item: Mini medal (3.5)

Locations: Stockenbarrel, Coburg, Precaria

Actions: Attack, Snooze

Bjørn the Behemoose



MAX HP	4700	AGILITY	75
MAX MP	∞	EXP	9500
ATTACK	300	GOLD	0
DEFENCE	160		

Item: Seed of strength (0.5)

Locations: La Guardia

Actions: Attack, two turns, blistering flames, Buff, Kasap, Lightning

Slon the Rook



MAX HP	2400	AGILITY	80
MAX MP	0	EXP	3500
ATTACK	300	GOLD	650
DEFENCE	135		

Item: Mini medal (0.5)

Locations: Talon Tower

Actions: Attack, fierce attack

Bishop Ladjia (1st Encounter)



MAX HP	3800	AGILITY	90
MAX MP	∞	EXP	12000
ATTACK	285	GOLD	900
DEFENCE	260		

Item: Mini medal (0.5)

Locations: Talon Tower

Actions: Attack, two turns, blistering flames, Bounce, Kafrizzle

Queen Ferz



MAX HP	3500	AGILITY	55
MAX MP	∞	EXP	8500
ATTACK	300	GOLD	800
DEFENCE	180		

Item: Oaken club (0.5)

Locations: Crocodilopolis

Actions: Attack, blistering flames, Kacrackle, Kasizzle

King Korol



MAX HP	4200	AGILITY	73
MAX MP	∞	EXP	21000
ATTACK	21	GOLD	1000
DEFENCE	240		

Item: Mini medal (0.5)

Locations: Crocodilopolis

Actions: Desperate attack, defend, Bounce, C-C-Cold Breath, Disruptive Wave, Kaboom

Bishop Ladjia (2nd Encounter)



MAX HP	4000	AGILITY	75
MAX MP	∞	EXP	12000
ATTACK	305	GOLD	900
DEFENCE	245		

Item: Mini medal (0.5)

Locations: Mt Zugzwang

Actions: Attack, blistering flames, Burning Breath, C-C-Cold Breath, Kafrizzle

Grandmaster Nimzo

MAX HP	N/A	AGILITY	N/A
MAX MP	N/A	EXP	1100
ATTACK	N/A	GOLD	234
DEFENCE	N/A		

Item: None

Locations: Mt Zugzwang

Actions: Attack, two turns, C-C-Cold Breath, calls for backup (wrecktors), Disruptive Wave, Kafrizzle

Grandmaster Nimzo

MAX HP	N/A	AGILITY	N/A
MAX MP	N/A	EXP	N/A
ATTACK	N/A	GOLD	N/A
DEFENCE	N/A		

Item: None

Locations: Mt Zugzwang

Actions: Attack, two turns, blazing fire, Bounce, Disruptive Wave, Kaboom, Kasap, Meditation

Estark

MAX HP	N/A	AGILITY	N/A
MAX MP	N/A	EXP	5000
ATTACK	N/A	GOLD	510
DEFENCE	N/A		

Item: Mini medal

Locations: Estark's Labyrinth

Actions: Attack, two turns, C-C-Cold Breath, Disruptive Wave, Kaboom, Kafrizzle

Taming the Savage Beasts

One of the most exciting things about fighting monsters is that you may impress a few of them. Some types of creatures in the game are recruitable. After visiting the city of Fortuna for the first time, purchase a wagon from the curiosity store in the northwest part of town (at night). This allows your party to travel around with up to eight members. Afterward, you start getting volunteers.

The way it works is simple. You go out, fight your usual fights during random encounters, and wait to see if any of the monsters approach your party afterward. Just accept any offers to keep the creature for as long as you want. The creatures level up, improve their stats, gain abilities, and can use weapons and armor.

If you attempt to recruit too many creatures, the excess ones will head off to Monty's. Monty is a monster wrangler who lives in Fortuna (as well as a number of other locations). He takes care of any excess monsters.

This chapter lists all of the recruitable monsters, their stats, and where to find them. Notice the Recruitment Difficulty rating for each monster, which indicates how likely it is that the creature type will approach your party after battle. The more hearts, the more likely you are to gain the creature. Even at the minimum difficulty level of ♥♥♥♥, you won't get monsters immediately. This takes time and effort and some of the harder creatures are quite rare indeed.



ARCHDEMON

Archdemons are difficult to recruit, but they are endless powerhouses that succeed in attrition fighting, boss battles, and just about anything else you can think of. These are high-tier monsters that have considerable health, survivability, and damage output, and they're fun to use, too. The only issue is whether you can find one, not whether you're going to use one.

RECRUITMENT DIFFICULTY	♥
LOCATION	The Mantleplace
STARTING LEVEL	3
MAXIMUM LEVEL	99
POSSIBLE NAMES	Archie, Baldie, Forker, Groß

MONSTER PROGRESSION

LEVEL	3	25	50	99
EXP	2287	1128097	2965297	8114511
MAX HP	245	419	451	511
MAX MP	45	101	130	180
STRENGTH	120	201	233	255
AGILITY	50	61	72	90
RESILIENCE	96	121	141	160
WISDOM	85	111	130	160
LUCK	78	117	150	180

ABILITY LIST

ABILITY	WHEN LEARNED	COST	DESCRIPTION
Kaboom	N/A	15 MP	Blasts all enemies with an incredibly violent explosion (deals 120-160 damage)
Flame Breath	N/A	Free	A fiercely fiery breath attack (deals 40-60 damage to all enemies)
Inferno	4	Free	A ferociously fiery breath attack (deals 65-85 damage to all enemies)
Kasap	5	4 MP	Reduces the defence of a group of enemies
Kabuff	7	3 MP	Raises the defence of all party members
Meditation	10	Free	Become at one with the self to regain strength (restores 500 HP to the caster)
Fullheal	12	7 MP	Restores all HP to a single ally
Scorch	20	Free	A scorching inferno of burning breath (deals 150-170 damage to all enemies)

FIGHTING AS...

Archdemons are perfect to put in your active combat party. There's no reason not to use these monsters as primary fighters. They have single-target damage, group abilities that don't cost MP, and spells that deal high damage if you are willing to spend a few MP. Plus, they can heal after battle with Fullheal.

Spend MP based on the size of your current dungeon. In large dungeons, use Inferno for group damage and save MP for healing. While gaining levels, use Kaboom more often for its higher damage per round. It's nice that archdemons have Kabuff and Kasap, but it's usually best to have weaker characters take care of these utility spells. Archdemons should be busy Ko'ing things, not supporting those who cause less damage!



BAD APPLE

Bad apples are a low-tier enemy that you see early in the game, but don't have a chance to recruit until later on. With an early level cap and modest stats, you won't likely use bad apples for very long even if you return to Faerie Lea and grab one at some point.

ABILITY LIST

ABILITY	WHEN LEARNED	COST	DESCRIPTION
Body Slam	N/A	Free	Sacrifice the self to slam the enemy senseless (affects a single enemy)
Sleep Attack	N/A	Free	An attack that induces drowsiness (affects a single enemy)
Snooze	3	3 MP	Puts a group of enemies to sleep
Dazzleflash	5	Free	Blinds the enemy with a bright flash of light (reduces accuracy for all enemies)
Buff	10	2 MP	Raises the defence of a single party member
Kasnooze	15	5 MP	Puts a group of enemies to sleep...most of the time

FIGHTING AS...

Bad apples are best at using Sleep Attack against single, powerful enemies and using Snooze or Kasnooze against groups. There aren't many other situations where bad apples come into play because of their low MP and HP totals.

It's important to note, however, that bad apples gain levels very quickly. It takes almost no time or investment to get a "high" level bad apple up and running. If you don't have a monster with Kasnooze, this is one way to get a new recruit and have the monster ready within a handful of fights. After that, you can leave them in the wagon and break them out at the beginning of large random encounters to disrupt the enemies.

RECRUITMENT DIFFICULTY	♥♥♥
LOCATION	Faerie Lea Wilderness
STARTING LEVEL	1
MAXIMUM LEVEL	20
POSSIBLE NAMES	Granny, Strudle, Carter, Turnover

MONSTER PROGRESSION

LEVEL	1	5	10	20
EXP	0	1891	5263	51819
MAX HP	100	138	180	290
MAX MP	10	20	33	55
STRENGTH	40	50	62	100
AGILITY	40	49	60	110
RESILIENCE	30	42	78	95
WISDOM	2	10	28	40
LUCK	15	27	38	50



BARBATOS

These monsters first appear in Mt Zugzwang, but they arrive in a special encounter and can't be recruited at that time. Later, in Estark's Labyrinth, they appear again. Barbatos are heavy demonic casters that can do everything. They're tough, hard hitting, and can use almost any type of damage to eradicate enemy groups. They have only two downsides: they're very difficult to recruit and it takes a long time to level them.

ABILITY LIST

ABILITY	WHEN LEARNED	COST	DESCRIPTION
Kaboom	N/A	15 MP	Blasts all enemies with an incredibly violent explosion (deals 120-160 damage)
Inferno	N/A	Free	A ferociously fiery breath attack (deals 65-85 damage to all enemies)
Kasizzle	5	10 MP	Scorches a group of enemies with blazing hellfire (deals 88-112 damage)
Bounce	7	4 MP	Forms a protective barrier that reflects all spells (affects one ally)
Kazing	8	20 MP	Resurrects a fallen ally to full health
Kafrizzle	11	10 MP	Incinerates a single enemy with an enormous fireball (deals 180-200 damage)
C-C-Cold Breath	13	Free	A ch-chokingly ch-ch-chilly breath attack (deals 120-140 damage to all enemies)
Scorch	15	Free	A scorching inferno of burning breath (deals 150-170 damage to all enemies)

FIGHTING AS...

Barbatos can use almost all of the best weapons and armor, so their front line capabilities are clear. They don't have any restorative magic (except for Kazing), so it's best to have these monsters in the main combat party. You can even put them in the lead position, considering that almost no monster can take down a barbatos.

Use Inferno to inflict damage during lighter encounters, then upgrade to C-C-Cold Breath once it is available. Cast group combat spells when the extra MP are warranted, and wade into melee for single targets. Barbatos have such high attributes that there's nothing they aren't good at. Always give them a weapon that excels in single-target damage.

RECRUITMENT DIFFICULTY	♥
LOCATION	Estark's Labyrinth
STARTING LEVEL	3
MAXIMUM LEVEL	99
POSSIBLE NAMES	Bart, Barbados, Barbara, Infernus

MONSTER PROGRESSION

LEVEL	3	25	50	99
EXP	2287	1718104	4251401	9216663
MAX HP	305	414	449	511
MAX MP	75	388	408	511
STRENGTH	147	183	203	255
AGILITY	124	158	170	200
RESILIENCE	159	204	216	255
WISDOM	71	99	106	150
LUCK	99	186	194	255



BATTLE PIP

Battle pips have almost the same attributes as conkerers, although this monster type has more disruptive magic and less firepower. Battle pips learn War Cry, one of the more effective short-term abilities for stopping enemy groups, but they don't get Frenzy. Both are powerful members of the pip/conk families and the normal limitation on MP with these groups is moot because battle pips don't need any MP in the first place. Conkerers are superior against bosses, while battle pips do a better job in random encounters.

ABILITY LIST

ABILITY	WHEN LEARNED	COST	DESCRIPTION
Focus Strength	N/A	Free	Focus the fighting spirit to strike with redoubled force on the next attack
War Cry	10	Free	A booming yell to make the enemy cower in fear (causes 1 round of inactivity for all enemies)

FIGHTING AS...

You certainly don't have many abilities to choose from as a battle pip. Use War Cry during the first round or two of random encounters. Keep the larger groups pinned down while the other members of your party chop the creatures to bits. This reduces the healing your group needs after battle and saves your casters' MP.

Focus Strength, as usual, is a good ability to use against enemies with high defence. Build up extra attack power and have your casters use Kasap on them (and Oomph on you) to make the next round more effective. This is a good tactic for longer fights.

RECRUITMENT DIFFICULTY	♥♥
LOCATION	Faerie Lea Wilderness
STARTING LEVEL	1
MAXIMUM LEVEL	99
POSSIBLE NAMES	Pip, Philip, Bagpip, Pear

MONSTER PROGRESSION

LEVEL	1	25	50	99
EXP	0	117207	1629644	6398808
MAX HP	60	206	402	527
MAX MP	0	0	0	0
STRENGTH	52	117	190	255
AGILITY	8	31	42	50
RESILIENCE	50	79	105	150
WISDOM	20	47	73	100
LUCK	25	58	80	130



BEASTMASTER

Beastmasters have a strong mix of utility and support abilities. You don't get enough MP to use these monsters heavily, but they are good at backing up your main party. You can cast Evac or Zoom outside of combat (which comes in handy if your hero falls), and being able to bring in a secondary character for Multiheal and Oomph works nicely too. Beastmasters also have a good mix of HP and combat attributes, giving them moderate survivability.

ABILITY LIST

ABILITY	WHEN LEARNED	COST	DESCRIPTION
Weirder Dance	N/A	Free	Lowers the enemy's MP (minus 3-5 MP)
Sap	5	3 MP	Reduces the defence of a single enemy
Multiheal	8	18 MP	Restores at least 75 HP to the whole party
Evac	18	8 MP	Exit instantly from dungeons, caves, and towers
Kasnooze	20	5 MP	Puts a group of enemies to sleep...most of the time
Oomph	28	6 MP	Doubles the attack power of a single party member
Zoom	30	8 MP	Return instantly to various previously-visited locations (doesn't work when underground or inside dungeons)

FIGHTING AS...

Beastmasters are best used as party replacements instead of being after-battle healers. Let monsters with more MP restore your party after battle. Have the beastmasters come in during a fight to use Multiheal. This is effective during boss fights, when having one Multihealer isn't always enough. Beastmasters become heal-and-run monsters. There are a few better creatures out there for this role, but not many are as easy to recruit!

RECRUITMENT DIFFICULTY	♥♥♥
LOCATION	The Mantleplace, Mt Zugzwang
STARTING LEVEL	3
MAXIMUM LEVEL	30
POSSIBLE NAMES	Whippet, Crackles, Lasher, Dominic

MONSTER PROGRESSION

LEVEL	3	8	15	30
EXP	1050	36147	216524	1316774
MAX HP	151	175	222	400
MAX MP	24	24	28	126
STRENGTH	80	84	109	155
AGILITY	78	79	85	103
RESILIENCE	80	85	107	140
WISDOM	62	74	95	140
LUCK	56	57	62	80



BLIZZYBODY

Blizzybodies aren't safe to fight in large groups and having one on your team is quite nice. Blizzybodies have high combat stats and can survive several hits; they deal considerable melee damage and can back up their attacks with free breath abilities as needed. Blizzybodies also get a couple of disruptive spells. Use blizzybodies to inflict raw damage!

ABILITY LIST

ABILITY	WHEN LEARNED	COST	DESCRIPTION
Cool Breath	N/A	Free	A chilly breath attack (deals 13-16 damage to all enemies)
Snooze	8	3 MP	Puts a group of enemies to sleep
Crackle	12	5 MP	Rips into a group of enemies with sharp icicles (deals 42-58 damage)
Whack	16	4 MP	A cursed incantation that sends an enemy to the hereafter
Kasnooze	20	5 MP	Puts a group of enemies to sleep...most of the time
Freezing Blizzard	30	Free	A chafingly chilly breath attack (deals 50-60 damage to all enemies)

FIGHTING AS...

Blizzybodies don't do any good in the rear of the party. Keep a blizzybody ready to go, equip it well, and keep it in the front line to soak up damage and crush the opposition with direct melee attacks. Blizzybodies use a wide range of weapons and armor, so it's never hard to equip them (unless you don't have the money).

RECRUITMENT DIFFICULTY	♥
LOCATION	Estuary Sanctuary
STARTING LEVEL	4
MAXIMUM LEVEL	40
POSSIBLE NAMES	Frostie, Jack, Popsicle, Vanilla

MONSTER PROGRESSION

LEVEL	4	10	20	40
EXP	4070	92134	533328	1747141
MAX HP	130	230	325	450
MAX MP	12	14	51	80
STRENGTH	60	97	123	170
AGILITY	56	68	88	128
RESILIENCE	35	41	46	52
WISDOM	20	33	45	160
LUCK	15	31	34	40



BOMBOULDER

Bomboulders, like rockbombs, are kept in parties to save others or to die explosively. Use their Body Slam or their Kerplunk to advance the party's goals. Bomboulders can't use many pieces of armor or wield most weapons, so their utility in direct combat is limited.

RECRUITMENT DIFFICULTY	♥
LOCATION	Neverglade (Wilderness and Dungeon), Talon Tower
STARTING LEVEL	3
MAXIMUM LEVEL	20
POSSIBLE NAMES	Bouldy, Dash, Patrock, Boldover

ABILITY LIST

ABILITY	WHEN LEARNED	COST	DESCRIPTION
Kerplunk	N/A	All MP	Sacrifice caster's life to resurrect all other party members
Body Slam	6	Free	Sacrifice the self to slam the enemy senseless (affects a single enemy)
Bounce	8	4 MP	Forms a protective barrier that reflects all spells (affects one ally)
Dazzleflash	10	Free	Blinds the enemy with a bright flash of light (reduces accuracy for all enemies)
Zing	14	10 MP	Occasionally resurrects a fallen ally with half HP restored
Lightning	20	Free	Calls down lightning to strike the enemy (deals 50-70 damage to all enemies)

MONSTER PROGRESSION

LEVEL	3	5	10	20
EXP	2287	36194	152257	620054
MAX HP	205	230	280	330
MAX MP	17	30	100	150
STRENGTH	107	110	115	130
AGILITY	52	54	57	69
RESILIENCE	175	185	190	210
WISDOM	15	20	30	30
LUCK	125	150	200	250

FIGHTING AS...

There are a number of creatures that have more utility and still have Kerplunk, so bomboulders are somewhat of a tepid choice unless you haven't been lucky enough to get any other monsters yet. Still, it's good to have a creature in the rear lines that can save your party's lives.



BROWNIE

Brownies are a curious set of creatures. They offer some initial resistance with their penchant for critical hits, but soon enough you can recruit one and turn its damage to your advantage. You won't get any special maneuvers out of these guys, but their high attack progression and their weapon selection make them solid as backup fighters.

RECRUITMENT DIFFICULTY	♥♥♥
LOCATION	Fortuna Wilderness, Whealbrook Cave
STARTING LEVEL	1
MAXIMUM LEVEL	99
POSSIBLE NAMES	Whacka, Bangers, Choco, McHammer

MONSTER PROGRESSION

LEVEL	1	25	50	99
EXP	0	167229	2084250	7226045
MAX HP	47	261	440	511
MAX MP	0	0	0	0
STRENGTH	35	126	197	255
AGILITY	8	37	55	70
RESILIENCE	10	24	47	100
WISDOM	12	25	45	60
LUCK	13	28	52	60

FIGHTING AS...

There isn't any subtlety to using brownies. Equip them with a good weapon and use them for single-target damage. Put them in the front lines during boss fights when your primary attackers are injured. This gives your healers extra time to use Multiheals to restore the party's HP while the brownie slugs away. Once the brownie gets hurt too badly (or when everyone else is ready again), switch back to your main configuration and get back to the action.



CHIMAERA

Chimaeras are almost like having a backup hero in your party. They have the same mix of healing, melee damage, and utility spells. Chimaeras aren't as tough as your hero, nor can they inflict quite as much damage (through spells or melee), but they eventually learn Multiheal and they have a relatively high level cap. All in all, this makes chimaeras a great monster to acquire for the middle and late stages of the game.

RECRUITMENT DIFFICULTY	♥♥
LOCATION	Mt Magmageddon, Mt Magmageddon Wilderness
STARTING LEVEL	3
MAXIMUM LEVEL	60
POSSIBLE NAMES	Kim, Meera, Joachim, Whyvern

MONSTER PROGRESSION

LEVEL	3	15	30	60
EXP	705	32490	401230	3323759
MAX HP	78	132	203	380
MAX MP	12	68	115	200
STRENGTH	68	99	119	170
AGILITY	44	80	112	150
RESILIENCE	58	78	91	99
WISDOM	27	46	56	63
LUCK	33	58	71	84

FIGHTING AS...

You can't go wrong with chimaera placement. They can stay in the combat party permanently, be brought in for temporary work as backup healing, or be left in the wagon for after-battle healing. They can also serve as backup creatures for Evac and Zoom spells; if your hero gets KO'd and you can't bring him back to life immediately, it's very useful to have these spells.

ABILITY LIST

ABILITY	WHEN LEARNED	COST	DESCRIPTION
Midheal	N/A	5 MP	Restores at least 75 HP to a single ally
Cool Breath	5	Free	A chilly breath attack (deals 13-16 damage to all enemies)
Snooze	10	3 MP	Puts a group of enemies to sleep
Evac	12	8 MP	Exit instantly from dungeons, caves, and towers
Fullheal	15	7 MP	Restores all HP to a single ally
Multiheal	18	18 MP	Restores at least 75 HP to the whole party
Freezing Blizzard	22	Free	A chafingly chilly breath attack (deals 50-60 damage to all enemies)
Zoom	24	8 MP	Return instantly to various previously-visited locations (doesn't work when underground or inside dungeons)
Kasnnooze	28	5 MP	Puts a group of enemies to sleep...most of the time
Fuddle	31	5 MP	Sends a group of enemies into a state of confusion



CONKERER

Conkerers have slightly higher combat stats compared to konquistadors. These Conks exist for pure melee combat. They hit hard, use a fair range of weapons, and are capable of learning Frenzy. Although individual levels are modest for conks, they have a high level cap and continue to gain stats for a long time. Conkerers are one of the most scalable of the series. Equip them well, use Frenzy to its fullest, and watch the single targets fall.

ABILITY LIST

ABILITY	WHEN LEARNED	COST	DESCRIPTION
Muster Strength	N/A	Free	Save up energy to bolster the next attack
Frenzy	8	Free	An indiscriminate attack against friend and foe alike (randomly attacks a single target)

FIGHTING AS...

Put conkerers in the main combat party and upgrade their equipment as often as possible. If you can spare any seeds of resilience, go ahead and use these. Conkerers do enough damage to warrant their use throughout the game. Use Oomph on them and Sap your enemies during the first round; only bosses will survive anything after that. When your back is up against the wall and a fight looks bleak, use Frenzy as a final option. Or, on the flip side, use Frenzy when you want some major damage and are confident that a misfire won't mean instant deaths.

RECRUITMENT DIFFICULTY	♥♥
LOCATION	Stairway to Zenithia, Neverglade, Faerie Palace (Wilderness)
STARTING LEVEL	1
MAXIMUM LEVEL	99
POSSIBLE NAMES	Conk, Conkevin, O'Conker, Marron

MONSTER PROGRESSION

LEVEL	1	25	50	99
EXP	0	117207	1629644	6398808
MAX HP	60	206	402	527
MAX MP	0	0	0	0
STRENGTH	52	117	190	255
AGILITY	8	31	42	50
RESILIENCE	50	79	105	150
WISDOM	20	47	73	100
LUCK	25	58	80	130



CONKJURER

Konkjurers have a good spell lineup, but they don't have the MP to make great use of it. It takes many levels before they can cast any of their best spells, and even then they won't have the staying power to go for more than a couple of fights (much less a challenging boss battle).

ABILITY LIST

ABILITY	WHEN LEARNED	COST	DESCRIPTION
Kaboom	N/A	15 MP	Blasts all enemies with an incredibly violent explosion (deals 120-160 damage)
Sizz	5	4 MP	Singes a group of enemies with a blazing fire (deals 16-24 damage)
Kasap	8	4 MP	Reduces the defence of a group of enemies
Bang	10	5 MP	Damages all enemies with a small explosion (deals 20-30 damage)
Sizzle	20	6 MP	Burns a group of enemies with a blazing wall of fire (deals 30-42 damage)
Boom	30	8 MP	Engulfs all enemies in a large explosion (deals 52-68 damage)
Kasizzle	40	10 MP	Scorches a group of enemies with blazing hellfire (deals 88-112 damage)

FIGHTING AS...

Konkjurers are better off being collected than used. Their limited stats make them a novelty, unless you invest a massive amount of time leveling and equipping them just right. That time is usually better spent on a casting of another monster class.

RECRUITMENT DIFFICULTY	♥♥
LOCATION	Stairway to Zenithia, Neverglade, Faerie Palace (Wilderness)
STARTING LEVEL	1
MAXIMUM LEVEL	99
POSSIBLE NAMES	Zonk, Conclive, Chester, Marilyn

MONSTER PROGRESSION

LEVEL	1	25	50	99
EXP	0	138414	1722758	7234227
MAX HP	25	152	254	350
MAX MP	0	3	20	50
STRENGTH	18	48	72	125
AGILITY	15	66	102	180
RESILIENCE	17	49	64	130
WISDOM	20	112	200	255
LUCK	25	58	80	130



CONKUISITOR

Konkuisitors are so wonderful, yet somewhat frustrating. These healers have a full spread of amazing spells, including the best single-target healing, resurrection spells, and protection magic. Yet their crippling MP total prevents them from being good backup healers or primary healers. It's still cool to collect a full conk set, but you should know their limitations ahead of time.

ABILITY LIST

ABILITY	WHEN LEARNED	COST	DESCRIPTION
Heal	N/A	3 MP	Restores at least 30 HP to a single ally
Midheal	5	5 MP	Restores at least 75 HP to a single ally
Kabuff	8	3 MP	Raises the defence of all party members
Zing	10	10 MP	Occasionally resurrects a fallen ally with half HP restored
Fullheal	20	7 MP	Restores all HP to a single ally
Bounce	30	4 MP	Forms a protective barrier that reflects all spells (affects one ally)
Insulate	40	3 MP	Protects all party members from fire- or ice-based attacks
Kazing	50	20 MP	Resurrects a fallen ally to full health

FIGHTING AS...

Use konkuisitors the same way you would any healer; they aren't meant for dealing damage. Cast Fullheal on wounded targets, Insulate at the beginning of boss fights, and (at higher levels) Kazing if anyone goes down that you can't afford to lose.

RECRUITMENT DIFFICULTY	♥♥
LOCATION	Stairway to Zenithia, Neverglade, Faerie Palace (Wilderness)
STARTING LEVEL	1
MAXIMUM LEVEL	99
POSSIBLE NAMES	Monk, Konkurt, Connie, Marroni

MONSTER PROGRESSION

LEVEL	1	25	50	99
EXP	0	138414	1722758	7234227
MAX HP	40	205	336	500
MAX MP	0	3	20	50
STRENGTH	20	64	102	200
AGILITY	15	66	102	180
RESILIENCE	45	56	68	130
WISDOM	20	112	200	255
LUCK	25	58	80	130



CONKUISTADOR

Conkuistadors are hard to find because they're usually such rare encounters. You can hunt in the areas where they appear for quite some time and fail to recruit one. Later on in the game, when you can put Sancho in your party, it's easier to go to places like Neverglade and constantly use Whistle to trigger battles.

ABILITY LIST

ABILITY	WHEN LEARNED	COST	DESCRIPTION
Zap	N/A	6 MP	Calls down lightning on all enemies (deals 70-90 damage)
Heal	5	3 MP	Restores at least 30 HP to a single ally
Woosh	8	2 MP	Slices through a group of enemies with a small whirlwind (deals 8-24 damage)
Midheal	10	5 MP	Restores at least 75 HP to a single ally
Swoosh	20	4 MP	Slices through a group of enemies with a powerful whirlwind (deals 25-55 damage)
Holy Protection	30	4 MP	Generates a holy aura that keeps weaker monsters away
Fullheal	40	7 MP	Restores all HP to a single ally
Kaswoosh	50	8 MP	Slices through a group of enemies with a ferocious whirlwind (deals 80-180 damage)
Kazapple	60	10 MP each	Draws on the party's combined power to zap a single enemy (deals 300-350 damage)

FIGHTING AS...

Conkuistadors offer high functionality for single-target healing and group damage. Although they also gain Kazapple (an amazing single-target damage spell), it appears so late in a conkuistador's career that you likely won't need it.

Sadly, conkuistadors gain very little MP. For a monster class with such wonderful spells, this is a major limitation. Even at an extremely high level, you won't be able to cast many spells.

RECRUITMENT DIFFICULTY	♥♥
LOCATION	Stairway to Zenithia, Neverglade, Faerie Palace (Wilderness)
STARTING LEVEL	1
MAXIMUM LEVEL	99
POSSIBLE NAMES	Donk, Concurtis, Duncon, Marion

MONSTER PROGRESSION

LEVEL	1	25	50	99
EXP	0	114857	1606076	6793384
MAX HP	40	205	336	500
MAX MP	0	3	20	30
STRENGTH	44	81	148	255
AGILITY	20	77	118	200
RESILIENCE	45	56	68	130
WISDOM	20	47	73	110
LUCK	25	58	80	130



CROSS EYE

Cross eyes are hybrid monsters that provide a mix of healing, crowd control spells, and modest melee damage. Levels and stats for these creatures cap well before the end of the game, but their ability to act as a backup healer lets them continue aiding the party even after their growth is throttled.

ABILITY LIST

ABILITY	WHEN LEARNED	COST	DESCRIPTION
Midheal	N/A	5 MP	Restores at least 75 HP to a single ally
Cool Breath	N/A	Free	A chilly breath attack (deals 13-16 damage to all enemies)
Muster Strength	5	Free	Save up energy to bolster the next attack
Dazzleflash	8	Free	Blinds the enemy with a bright flash of light (reduces accuracy for all enemies)
Sweet Breath	10	Free	Lulls the enemy to sleep with a honey-like exhalation (affects one group)
Fullheal	16	7 MP	Restores all HP to a single ally

FIGHTING AS...

Cool Breath is the only damage ability you get as a cross eye. Most of the time, you're better off using healing after battles from the wagon. If you keep a cross eye in your combat party, rely on melee attacks and Sweet Breath. Muster Strength is best saved for enemies with extremely high defence, so it's highly situational.

RECRUITMENT DIFFICULTY	♥♥
LOCATION	Abovitall Tower, scary lair
STARTING LEVEL	1
MAXIMUM LEVEL	20
POSSIBLE NAMES	Eyedleby, Chris, Woolly, Eyera

MONSTER PROGRESSION

LEVEL	1	5	10	20
EXP	0	5209	20548	122297
MAX HP	64	90	130	200
MAX MP	10	20	33	55
STRENGTH	62	66	70	95
AGILITY	25	31	38	63
RESILIENCE	47	53	64	70
WISDOM	18	22	30	40
LUCK	42	42	45	70



CURESLIME

Cureslimes take more time to get than many of the earlier slime creatures, but they are an amazing addition to your party. Having an extra monster around with healing abilities is always a good thing and cureslimes have both single-target and group healing abilities. They also eventually learn how to cast Omniheal, a costly spell that overshadows anything that human healers learn. Just remember to leave cureslimes in the rear of the party unless needed; they don't have much health and many enemies can slice them apart with relative ease.

ABILITY LIST

ABILITY	WHEN LEARNED	COST	DESCRIPTION
Fullheal	N/A	7 MP	Restores all HP to a single ally
Midheal	3	5 MP	Restores at least 75 HP to a single ally
Buff	8	2 MP	Raises the defence of a single party member
Kabuff	10	3 MP	Raises the defence of all party members
Zing	12	10 MP	Occasionally resurrects a fallen ally with half HP restored
Multiheal	18	18 MP	Restores at least 75 HP to the whole party
Kazing	23	20 MP	Resurrects a fallen ally to full health
Omniheal	30	36 MP	Restores all HP to all party members

FIGHTING AS...

Cureslimes are the heavy restoration monsters that you bring in for the big battles and even then you only use them during huge rounds. Leave them in the rear lines during most of the fighting; they'll be safe in the wagon and won't take damage from enemy attacks. If you start to lose characters or take massive damage, restructure your party and put the cureslime in slot four to give it a modest amount of protection from some attacks.

Use the cureslime's Multiheals or Omniheals to restore the party after sustained damage from group spells and abilities. This is very useful during boss fights, where you sometimes get hit with two group-based spells in the same round.

RECRUITMENT DIFFICULTY	♥
LOCATION	Mostroferatto Wilderness, Mt Magmageddon, Cataract Caves
STARTING LEVEL	2
MAXIMUM LEVEL	50
POSSIBLE NAMES	Curetis, Curadoc, Curie, Curu

MONSTER PROGRESSION

LEVEL	2	13	25	50
EXP	235	46719	349206	1584901
MAX HP	74	143	192	250
MAX MP	42	100	173	300
STRENGTH	49	65	74	80
AGILITY	37	62	74	88
RESILIENCE	62	69	76	83
WISDOM	18	52	65	85
LUCK	65	81	103	140



DRACKY

Drackies are light, flying creatures. These foes start appearing at the very beginning of the game. Drackies can survive adequately even if you don't give them good equipment. They use a mix of disruptive magic and melee attacks to fight off their enemies.

ABILITY LIST

ABILITY	WHEN LEARNED	COST	DESCRIPTION
Dazzle	5	4 MP	Envelops a group of enemies in illusions (reduces their accuracy)
Snooze	10	3 MP	Puts a group of enemies to sleep
Tick-tock	15	4 MP	Summons night during day and day during night
Weird Dance	17	Free	Lowers the enemy's MP (minus 1-2 MP)
Drain Magic	20	Free	Steals MP from a single enemy (5-11 MP)
Dazzleflash	22	Free	Blinds the enemy with a bright flash of light (reduces accuracy for all enemies)
Puff!	38	18 MP	Transform into a fire-breathing dragon (you lose control of the character but they deal 60+ damage every round to all enemies)

FIGHTING AS...

Drackies don't distinguish themselves well from other creatures during their early levels. They don't need much experience to level up, but they aren't particularly powerful either. It's not until level 20 that drackies get something good. Drain Magic and Dazzleflash are the best spells in a drackie's repertoire. Drain Magic is good during random encounters with low-MP spellcasters (e.g., mimics). Not only does the drackie get to restore its own MP supply, but it also steals opportunities from the other casters, forcing them to waste their turns. Dazzleflash is a rather good spell for crowd control. Use it against groups of melee attackers to give them serious problems.

RECRUITMENT DIFFICULTY	♥♥♥♥
LOCATION	Talon Tower Wilderness, Whealbrook Cave, Roundbeck Wilderness
STARTING LEVEL	1
MAXIMUM LEVEL	99
POSSIBLE NAMES	Vlad, Drang, Sippy, Slurpy

MONSTER PROGRESSION

LEVEL	1	25	50	99
EXP	0	93513	1848935	7975987
MAX HP	10	140	286	500
MAX MP	0	45	76	110
STRENGTH	11	72	114	190
AGILITY	7	79	116	200
RESILIENCE	9	50	92	150
WISDOM	15	30	51	70
LUCK	10	44	64	90



DRAG-GOOF

Drag-goofs are a major upgrade from the small fries that appear earlier in the game. These mid-sized dragons have more health, gain many more levels before they cap, and have superior abilities. Try to hang around in the area near Gotha until you recruit one of these, because they'll last at least to the final dungeons as a front line damage dealer.

ABILITY LIST

ABILITY	WHEN LEARNED	COST	DESCRIPTION
Sweet Breath	6	Free	Lulls the enemy to sleep with a honey-like exhalation (affects one group)
Sultry Dance	7	Free	An infectious step that woos the enemy into tripping the light fantastic too (causes 1 round of inactivity for a single enemy)
Flame Breath	8	Free	A fiercely fiery breath attack (deals 40-60 damage to all enemies)
Burning Breath	10	Free	Paralyzes the enemy with a torrid sigh (affects one group)
Venom Mist	13	Free	Envenomates the enemy (deals damage to a single enemy each round)
Inferno	15	Free	A ferociously fiery breath attack (deals 65-85 damage to all enemies)

FIGHTING AS...

Drag-goofs have everything you need in a pure damage dealer. Disable enemy groups with Sweet Breath or Burning Breath, or sap their health with the drag-goof's free breath attacks. Flame Breath is certainly decent, but Inferno is outright wonderful (it just takes a while to reach level 15).

Equip a higher-level claw or fang weapon to give the drag-goof its single-target damage. While these monsters can't keep up with your hero, they fare well against many other front line monsters.

Drag-goofs perform well in long dungeons. Spellcasters and many other monsters can outburst drag-goofs by a modest margin, but drag-goofs only need a healer to keep doing damage. Beyond that, they're flexible enough to do well in random encounters and boss fights. In dungeons where your party is forced to leave the wagon behind, bring along a drag-goof to make sure you don't run out of steam!

RECRUITMENT
DIFFICULTY



LOCATION

Knot Welcome Inne Wilderness,
Mount Batten, Gotha Path, Gotha
Wilderness

STARTING LEVEL

4

MAXIMUM LEVEL

40

POSSIBLE NAMES

Drongo, Wally, Chump, Doofus

MONSTER PROGRESSION

LEVEL	4	10	20	40
EXP	4070	92134	533328	1747141
MAX HP	130	230	325	450
MAX MP	0	0	0	0
STRENGTH	83	115	136	190
AGILITY	43	54	58	66
RESILIENCE	45	49	49	60
WISDOM	10	25	30	35
LUCK	15	31	34	40



DWIGHT, THE WHITE DWARF

Dwight is a dwarf with an interest in adventure. It's possible to recruit him toward the latter part of the game; take your party back to the dwarf's den and look for Dwight there. He offers to join your party, and all you have to do is say "Yes" for him to come along. Dwight's healing is primarily for post-battle use, but his high level cap, impressive stats, and funny costume make him a valuable addition.

ABILITY LIST

ABILITY	WHEN LEARNED	COST	DESCRIPTION
Heal	N/A	3 MP	Restores at least 30 HP to a single ally
Nose for Treasure	10	Free	Reports the number of nearby treasures
Midheal	15	5 MP	Restores at least 75 HP to a single ally
Drain Magic	25	Free	Steals MP from a single enemy (5-11 MP)
Frenzy	35	Free	An indiscriminate attack against friend and foe alike (randomly attacks a single target)
Zing	40	10 MP	Occasionally resurrects a fallen ally with half HP restored
Oomph	45	6 MP	Doubles the attack power of a single party member

FIGHTING AS...

It takes a while for Dwight to get his attack power up as far as it can go, but it's worth the wait to see how hard he hits at higher levels. He's as durable as a brick wall throughout his career and he can use equipment used for other melee characters.

Dwight can also Drain Magic from foes and use it to restore any lost MP. He can top off the party's health after battle and keep fighting as long as needed.

RECRUITMENT
DIFFICULTY

None

LOCATION

The Dwarf's Den

STARTING LEVEL

1

MAXIMUM LEVEL

99

POSSIBLE NAMES

Dwight

MONSTER PROGRESSION

LEVEL	1	25	50	99
EXP	0	84022	1662032	7169952
MAX HP	8	135	248	511
MAX MP	2	96	138	300
STRENGTH	8	56	103	200
AGILITY	3	102	239	255
RESILIENCE	5	45	66	180
WISDOM	20	77	100	150
LUCK	3	18	37	50



EPIPANY

Epipanies have such a good spell list that you might be tempted to level them up, especially considering their survivability at higher levels. Unfortunately, an epipany has low MP totals, which may discourage most players from using them much. You can go after monsters that drop seeds of magic (such as mental pitchers) and use the seeds to improve your epipany's MP, but that's a frightening investment of time and energy.

ABILITY LIST

ABILITY	WHEN LEARNED	COST	DESCRIPTION
Omniheal	N/A	36 MP	Restores all HP to all party members
Heal	5	3 MP	Restores at least 30 HP to a single ally
Squelch	8	2 MP	Cures a single ally of the effects of poison
Midheal	10	5 MP	Restores at least 75 HP to a single ally
Tingle	20	2 MP	Cures all party members of the effects of paralysis
Zing	30	10 MP	Occasionally resurrects a fallen ally with half HP restored
Kazing	40	20 MP	Resurrects a fallen ally to full health
Kaswoosh	55	8 MP	Slices through a group of enemies with a ferocious whirlwind (deals 80-180 damage)

FIGHTING AS...

So what can you do with epipanies? That's a tough call. Compare these healers to a creature like the orc king. Orc kings are easier to get, have plenty of survivability, and can cast for much longer than an epipany. It's much better to have a healer that can Multiheal every round than to use a healer that can Omniheal once (and even that takes some level building before you can pull it off).

RECRUITMENT DIFFICULTY	♥♥
LOCATION	Faerie Lea Wilderness
STARTING LEVEL	1
MAXIMUM LEVEL	99
POSSIBLE NAMES	Toodlee, Pippi, Peacepip, Lemon

MONSTER PROGRESSION

LEVEL	1	25	50	99
EXP	0	138414	1722758	7234227
MAX HP	40	205	336	500
MAX MP	0	3	20	50
STRENGTH	20	64	102	200
AGILITY	15	66	102	180
RESILIENCE	45	56	68	130
WISDOM	20	112	200	255
LUCK	25	58	80	130



FANDANGOW

Fandangows are a wild group. They're good at disabling single targets, although they're very poor at stopping groups of monsters. Fandangows are reliable mimic stoppers and they perform well against most casters. The species is dominated by its dancing urges, but they also have Sleep and Paralysis Attacks, giving them even more opportunities to hamper foes.

ABILITY LIST

ABILITY	WHEN LEARNED	COST	DESCRIPTION
Weird Dance	3	Free	Lowers the enemy's MP (minus 1-2 MP)
Weirder Dance	5	Free	Lowers the enemy's MP (minus 3-5 MP)
Sleep Attack	10	Free	An attack that induces drowsiness (affects a single enemy)
Weirdest Dance	15	Free	Lowers the enemy's MP (minus 7-11 MP)
Paralysis Attack	20	Free	A debilitating attack that stops the enemy in their tracks (damages and paralyzes a single enemy)
Body Slam	25	Free	Sacrifice the self to slam the enemy senseless (affects a single enemy)

RECRUITMENT DIFFICULTY	♥♥
LOCATION	Coburg Wilderness
STARTING LEVEL	3
MAXIMUM LEVEL	25
POSSIBLE NAMES	Cactador, Spike, Pins, Needles

MONSTER PROGRESSION

LEVEL	3	6	13	25
EXP	530	2912	15478	777170
MAX HP	43	57	82	210
MAX MP	0	0	0	0
STRENGTH	37	41	53	120
AGILITY	14	25	60	100
RESILIENCE	31	35	59	80
WISDOM	12	16	27	40
LUCK	62	70	85	120

FIGHTING AS...

Fandangows are highly situational. As with many monsters that appear early in the game, fandangows are better suited for the rear lines, hiding in the wagon. Bring them forward to use Weirdest Dance against magic-using monsters or to hit powerful single targets with Paralysis Attack. There are better creatures if you're just looking for a Body Slam bomb. Fandangows get that ability late in their career. It hurts more to lose a monster during a 40-turn battle than it does in a 10-turn engagement!



FAT RAT

Fat rats aren't terribly good in combat. These melee monsters inflict modest damage and don't gain enough levels to realize substantial gains in their health or survivability. Fat rats don't learn many abilities either, so they're more of a collector's item than a "must have" monster.

ABILITY LIST

ABILITY	WHEN LEARNED	COST	DESCRIPTION
Body Slam	N/A	Free	Sacrifice the self to slam the enemy senseless (affects a single enemy)
Fire Breath	N/A	Free	A fiery breath attack (deals 6-10 damage to all enemies)
Paralysis Attack	5	Free	A debilitating attack that stops the enemy in their tracks (damages and paralyzes a single enemy)
Venom Mist	15	Free	Envenomates the enemy (deals damage to a single enemy each round)

RECRUITMENT DIFFICULTY	♥♥♥
LOCATION	Talon Tower Wilderness
STARTING LEVEL	1
MAXIMUM LEVEL	30
POSSIBLE NAMES	Doity, Atouille, Micky, Borrat

MONSTER PROGRESSION

LEVEL	1	8	15	30
EXP	0	9531	49568	481427
MAX HP	62	84	120	200
MAX MP	0	0	0	0
STRENGTH	50	63	78	120
AGILITY	25	46	68	95
RESILIENCE	35	47	53	73
WISDOM	5	24	35	50
LUCK	20	39	58	80

FIGHTING AS...

If you want to use a fat rat, put it in the front line and rely on Paralysis Attack to disable single powerful targets.



FLAMETHROWER

Flamethrowers offer raw aggression in a small package. You can't do anything except paralyze or kill targets with these monsters. Flamethrowers take a long time to level, but the amount of attribute points they receive is more than enough justification for the delay. You won't be disappointed by having one of these monsters in the combat party for single- or multi-target damage.

ABILITY LIST

ABILITY	WHEN LEARNED	COST	DESCRIPTION
Fire Breath	N/A	Free	A fiery breath attack (deals 6-10 damage to all enemies)
Flame Breath	8	Free	A fiercely fiery breath attack (deals 40-60 damage to all enemies)
Burning Breath	15	Free	Paralyzes the enemy with a torrid sigh (affects one group)
Inferno	30	Free	A ferociously fiery breath attack (deals 65-85 damage to all enemies)

FIGHTING AS...

Get a high-quality weapon for your flamethrower and put it somewhere in the middle of your combat lineup. Use regular melee attacks for bosses and difficult enemies and switch to breath attacks for large groups. There's little need to switch back and forth between the wagon and the front line; flamethrowers are so good that you can leave them up front until you find something even better later in the game.

RECRUITMENT DIFFICULTY	♥
LOCATION	Mt Magmageddon, Helmunaptra Wilderness, Gotha Path
STARTING LEVEL	4
MAXIMUM LEVEL	40
POSSIBLE NAMES	Flambé, Blaise, Burnie, Flamer

MONSTER PROGRESSION

LEVEL	4	10	20	40
EXP	4070	92134	533328	1747141
MAX HP	130	230	325	450
MAX MP	0	0	0	0
STRENGTH	60	97	123	170
AGILITY	56	68	88	128
RESILIENCE	35	41	46	52
WISDOM	20	33	45	160
LUCK	15	31	34	40



FUNGHOUL

Funghouls are melee fighters with a few extra benefits. All of their special abilities are free of MP costs, so you can use them as often as you'd like. Funghouls can poison enemy groups or put them to sleep and their single-target damage is perfectly adequate at low levels. However, these creatures can't advance very high in level, making them an early game ally that eventually gets put to pasture.

ABILITY LIST

ABILITY	WHEN LEARNED	COST	DESCRIPTION
Sweet Breath	N/A	Free	Lulls the enemy to sleep with a honey-like exhalation (affects one group)
Poison Breath	3	Free	Poisons a group of enemies
Sleep Attack	5	Free	An attack that induces drowsiness (affects a single enemy)
Poison Attack	7	Free	An attack laced with hidden poison (affects a single enemy)

FIGHTING AS...

Bring funghouls into your party and leave them in the wagon during light encounters. Break out the funghouls to disable encounters with large enemy groups. There are even some bosses (e.g., magmen) that are affected by sleep.

At higher levels, you can replace a funghoul with a drag-goof or similar monster and have sleep, group damage, and better overall attributes.

RECRUITMENT DIFFICULTY	♥ ♥
LOCATION	Whealbrook Wilderness (2nd Generation), Roundbeck Wilderness (2nd Generation)
STARTING LEVEL	1
MAXIMUM LEVEL	15
POSSIBLE NAMES	Champ, Sporrán, Gill, Mycelia

MONSTER PROGRESSION

LEVEL	1	4	8	15
EXP	0	932	3601	39797
MAX HP	50	60	74	120
MAX MP	0	0	0	2
STRENGTH	49	55	62	80
AGILITY	30	36	44	82
RESILIENCE	46	50	65	100
WISDOM	10	15	20	40
LUCK	33	33	33	50



GHOST

Ghosts are a mixed bag. Their abilities are fairly linear, giving you fire damage to throw at enemies with a few disruption abilities. The mix is in the stats that ghosts have. These guys are casters, but they're also tough to kill. Ghosts gain levels easily and don't have a hard level cap until level 99, so they almost never run out of things to gain. It's difficult to find anything as early in the game that has consistent growth and is good at several aspects of combat.

ABILITY LIST

ABILITY	WHEN LEARNED	COST	DESCRIPTION
Tongue Lashing	N/A	Free	A slobbery lick to make the enemy cower (causes 1 round of inactivity for a single enemy)
Frizz	3	2 MP	Singes a single enemy with a small fireball (deals 12-15 damage)
Snooze	6	3 MP	Puts a group of enemies to sleep
Sizz	10	4 MP	Singes a group of enemies with a blazing fire (deals 16-24 damage)
Fuddle	15	5 MP	Sends a group of enemies into a state of confusion
Padfoot	25	Free	Lowers the risk of being detected by monsters for a while
Frizzle	30	4 MP	Burns a single enemy with a large fireball (deals 70-90 damage)
Kerplunk	40	All MP	Sacrificecaster's life to resurrect all other party members
Kafrizzle	65	10 MP	Incinerates a single enemy with an enormous fireball (deals 180-200 damage)

RECRUITMENT DIFFICULTY	♥♥♥♥
LOCATION	Uptaten Towers
STARTING LEVEL	1
MAXIMUM LEVEL	99
POSSIBLE NAMES	Booboo, Boogar, Peeko, Spooky

MONSTER PROGRESSION

LEVEL	1	25	50	99
EXP	0	93513	1848935	7975987
MAX HP	10	115	286	500
MAX MP	0	45	76	110
STRENGTH	16	72	114	210
AGILITY	7	79	116	200
RESILIENCE	9	50	92	150
WISDOM	15	30	51	70
LUCK	10	44	64	90

FIGHTING AS...

Ghosts don't do much in the wagon, although you can build their levels while they're waiting to get tagged in. Ghosts do their best work while floating near the front of the combat line, hitting single enemies in melee or casting fire spells to wound solo targets. Ghosts are surprisingly good in boss fights until late in the game, and they're also solid against larger random monsters.

RECRUITMENT DIFFICULTY	♥♥
LOCATION	Mt Zugzwang (Wilderness and Dungeon), Estark's Labyrinth
STARTING LEVEL	2
MAXIMUM LEVEL	7
POSSIBLE NAMES	Brontes, Argos, Steropes, Winker

MONSTER PROGRESSION

LEVEL	2	3	4	7
EXP	255	2287	18480	3504165
MAX HP	260	272	304	510
MAX MP	0	0	0	0
STRENGTH	115	120	133	255
AGILITY	77	77	105	255
RESILIENCE	80	80	110	150
WISDOM	10	10	10	30
LUCK	30	30	30	100

RECRUITMENT DIFFICULTY	♥♥♥♥
LOCATION	Lofty Peak Wilderness, Stairway to Zenithia, The Diggery Pokery, The Mantleplace
STARTING LEVEL	5
MAXIMUM LEVEL	50
POSSIBLE NAMES	Mason, Wallter, Brickie, Layer



GIGANTES

Gigantes are late-game monsters that aren't too difficult to recruit compared to many other creatures in their area. Gigantes only gain several levels before capping, but each level is huge for them. It takes a long time to gain each level, so the spread from levels 2 to 7 takes longer than it does to cap a killing machine! At their best, gigantes are single-target killers that take a massive amount of punishment before dying.

FIGHTING AS...

Gigantes don't kill bosses quite as well as killing machines, but they're still better at it than many rivals. Gigantes have a fair spread of weapons, their health is rather high, and they don't take much damage during melee combat. You can't do anything with them from the rear lines (they don't have MP or abilities), so having a gigantes is worthless unless they're left in the front line. As with all boss killers, gigantes do their best when you use Oomph on them, Sap the enemy leader, and wait away.



GOLEM

Golems lack magic, but their size and strength are well-known throughout the world. Golems devour other enemies with high defence and their health is through the roof. It's also easy to recruit golems, as they are found in many places.

ABILITY LIST

ABILITY	WHEN LEARNED	COST	DESCRIPTION
Muster Strength	8	Free	Save up energy to bolster the next attack
Focus Strength	9	Free	Focus the fighting spirit to strike with redoubled force on the next attack
Meditation	20	Free	Become at one with the self to regain strength (restores 500 HP to the caster)
Lightning	45	Free	Calls down lightning to strike the enemy (deals 50-70 damage to all enemies)

FIGHTING AS...

Keep golems in your rear party and hold them in reserve until enemies appear that are a threat to the party. Golems excel during boss fights, large encounters, and skirmishes against shield-users and other enemies that block frequently.

Use Focus Strength to pound through heavy targets. This also gives support characters time to use Oomph on the golem and add even more damage to the upcoming hit.

MONSTER PROGRESSION

LEVEL	5	13	25	50
EXP	8779	93966	432939	1557027
MAX HP	210	314	415	500
MAX MP	0	0	0	0
STRENGTH	120	138	192	255
AGILITY	51	54	59	59
RESILIENCE	110	117	142	200
WISDOM	25	30	38	50
LUCK	90	105	131	150



GOODYBAG

Goodybags are of questionable use in their early levels, but it doesn't take very long to max out a goodybag. At that point, you have a monster with a decent amount of MP and a very powerful group attack (Kaswoosh). This makes goodybags useful during long dungeons when it helps to have a secondary caster come in and soften up large groups of enemies.

ABILITY LIST

ABILITY	WHEN LEARNED	COST	DESCRIPTION
Kasap	N/A	4 MP	Reduces the defence of a group of enemies
Fuddle	N/A	5 MP	Sends a group of enemies into a state of confusion
Fizzle	N/A	3 MP	Prevents the enemy from using magic (affects one group)
Weird Dance	N/A	Free	Lowers the enemy's MP (minus 1-2 MP)
Absorb Magic	4	2 MP	Absorbs the MP of an incoming spell
Whack	5	4 MP	A cursed incantation that sends an enemy to the hereafter
Kasnooze	6	5 MP	Puts a group of enemies to sleep...most of the time
Kaswoosh	7	8 MP	Slices through a group of enemies with a ferocious whirlwind (deals 80-180 damage)

FIGHTING AS...

Leave goodybags in your wagon during their early levels. It's tough to keep goodybags alive in the combat party during this time; they have low health and can wear almost no armor. Melee hits really hurt the poor guys.

At level 6, you can start using the goodybags more actively with Kasnooze. Put the goodybag in your party for the first combat turn, cast Kasnooze, and then switch the goodybag out for a monster that can do damage. Then at level 7, goodybags become fun. Have them start all big fights with a Kaswoosh, then let a melee monster come forward.

RECRUITMENT DIFFICULTY	♥♥
LOCATION	Mt Magmageddon, Cataract Caves, Neverglade
STARTING LEVEL	2
MAXIMUM LEVEL	7
POSSIBLE NAMES	Gumdrops, Twoshoes, Goodie, Jewelbag

MONSTER PROGRESSION

LEVEL	2	3	4	7
EXP	225	935	3065	105328
MAX HP	55	65	73	190
MAX MP	74	78	90	180
STRENGTH	56	57	65	90
AGILITY	70	74	80	110
RESILIENCE	120	130	145	210
WISDOM	5	5	5	5
LUCK	84	88	90	130



GREAT DRAGON

Rely on great dragons to wade through random encounters. It doesn't take long to make great dragons survivable from sheer attributes and HP, plus their free breath attacks never stop being fun. Fight outside Precaria to recruit one of these beasts.

ABILITY LIST

ABILITY	WHEN LEARNED	COST	DESCRIPTION
Flame Breath	N/A	Free	A fiercely fiery breath attack (deals 40-60 damage to all enemies)
Inferno	10	Free	A ferociously fiery breath attack (deals 65-85 damage to all enemies)
Freezing Blizzard	15	Free	A chafingly chilly breath attack (deals 50-60 damage to all enemies)
Burning Breath	20	Free	Paralyzes the enemy with a torrid sigh (affects one group)
C-C-Cold Breath	30	Free	A ch-chokingly ch-ch-chilly breath attack (deals 120-140 damage to all enemies)
Scorch	50	Free	A scorching inferno of burning breath (deals 150-170 damage to all enemies)

FIGHTING AS...

Great dragons aren't very effective when they're out in your wagon. Put these guys in your combat party and never let them go. Use breath attacks against random groups and rely on melee attacks against bosses or individual enemies.

Mix up your breath attacks when facing less common enemies. If a creature doesn't take much damage from your fire breath types, use the cold ones instead. Remember to play against enemies' resistances and hit them where it hurts.

Great dragons are also useful against elemental enemies. Anything that uses strong ice- or fire-based abilities has a hard time killing great dragons (they're extremely resistant to these attacks and take no damage at all from a number of effects).

RECRUITMENT DIFFICULTY	♥
LOCATION	Precaria Wilderness, Mount Zugzwang
STARTING LEVEL	3
MAXIMUM LEVEL	60
POSSIBLE NAMES	Smaugan, Falcor, Eliot, Legna

MONSTER PROGRESSION

LEVEL	3	15	30	60
EXP	2287	294091	738714	2031883
MAX HP	230	340	400	511
MAX MP	0	0	0	0
STRENGTH	130	175	190	255
AGILITY	95	101	122	167
RESILIENCE	110	140	180	230
WISDOM	81	86	94	99
LUCK	92	103	127	150



GRUDGERIGAR

Grudgerigars have a low level limit and modest stats, but they're still wonderful to have early in the game. These creatures are one of the first monsters that have good abilities versus bosses. Take a look at what they learn as they level: Kasap, Kabuff, and Oomph! You couldn't ask for a better spell combination in the early game. Get a grudgerigar as early as possible to make boss fights more manageable.

ABILITY LIST

ABILITY	WHEN LEARNED	COST	DESCRIPTION
Kasap	N/A	4 MP	Reduces the defence of a group of enemies
Dazzle	5	4 MP	Envelops a group of enemies in illusions (reduces their accuracy)
Snooze	10	3 MP	Puts a group of enemies to sleep
Fuddle	13	5 MP	Sends a group of enemies into a state of confusion
Poof	15	1 MP	Makes a group of enemies vanish in a flash of light (no experience granted)
Kabuff	17	3 MP	Raises the defence of all party members
Sheen	18	10 MP	Lifts a curse from a single ally
Fizzle	19	3 MP	Prevents the enemy from using magic (affects one group)
Oomph	20	6 MP	Doubles the attack power of a single party member

FIGHTING AS...

Dungeons that allow monster switching are perfect for grudgerigars. You can advance through the area with a solid combat party, then throw in a grudgerigar during the first few rounds of a boss fight. Let the grudgerigar cast Oomph on the hero (and perhaps on another character or two), use Kabuff to improve the party's survivability, then switch the grudgerigar out for a tougher monster.

Even before you have Oomph, the grudgerigar can improve party damage with Kasap or assist in crowd control by casting Dazzle or Fuddle. Finally, you get a creature that can cast Sheen. There are very few things that can remove curses, so that's a bonus.

RECRUITMENT DIFFICULTY	♥♥
LOCATION	Coburg Castle Dungeon, Abovital Tower
STARTING LEVEL	1
MAXIMUM LEVEL	20
POSSIBLE NAMES	Bud, Geri, Polly, Pecker

MONSTER PROGRESSION

LEVEL	1	5	10	20
EXP	0	4659	14834	106008
MAX HP	43	70	84	130
MAX MP	5	15	29	60
STRENGTH	54	62	69	85
AGILITY	27	50	65	90
RESILIENCE	42	50	59	80
WISDOM	21	25	37	50
LUCK	50	50	50	90



HADES HELM

Hades helms are only found in two locations. Those lucky enough to have one sign on will acquire a monster with a curious mix of spells. Hades helms don't have many offensive options, nor do they possess healing spells. This puts them in an odd-man-out category. Unfortunately, they lack the direct functionality of a true healer, caster, or melee monster.

ABILITY LIST

ABILITY	WHEN LEARNED	COST	DESCRIPTION
Spooky Aura	N/A	Free	Emits a mysterious glow that helps spells to find their targets more easily
Body Slam	N/A	Free	Sacrifice the self to slam the enemy senseless (affects a single enemy)
Sheen	8	10 MP	Lifts a curse from a single ally
Dazzleflash	15	Free	Blinds the enemy with a bright flash of light (reduces accuracy for all enemies)
Meditation	30	Free	Become at one with the self to regain strength (restores 500 HP to the caster)
Kazing	40	20 MP	Resurrects a fallen ally to full health

FIGHTING AS...

Hades helms provide the most value to your party if you need another monster to cure curses and raise the dead. Leave them in the wagon and have them pop forward to save other party members from these ailments as needed.

RECRUITMENT DIFFICULTY	♥
LOCATION	The Diggery Pokery, The Mantleplace
STARTING LEVEL	5
MAXIMUM LEVEL	50
POSSIBLE NAMES	Helmut, Hayden, Hatty, Hadrian

MONSTER PROGRESSION

LEVEL	5	13	25	50
EXP	8779	93966	432939	1557027
MAX HP	130	130	212	300
MAX MP	0	21	33	85
STRENGTH	99	101	102	124
AGILITY	32	35	40	40
RESILIENCE	110	117	142	200
WISDOM	55	78	115	190
LUCK	6	7	8	11





HAWK MAN

Hawk men follow your hero's style of fighting; they gain a minor mix of utility, healing, and air-damage spells. Limited by low MP and only moderate combat stats, you won't often take hawk men to high levels unless they appeal to you aesthetically.

ABILITY LIST

ABILITY	WHEN LEARNED	COST	DESCRIPTION
Woosh	N/A	2 MP	Slices through a group of enemies with a small whirlwind (deals 8-24 damage)
Swoosh	8	4 MP	Slices through a group of enemies with a powerful whirlwind (deals 25-55 damage)
Zoom	13	8 MP	Return instantly to various previously-visited locations (doesn't work when underground or inside dungeons)
Midheal	15	5 MP	Restores at least 75 HP to a single ally
Kaswoosh	25	8 MP	Slices through a group of enemies with a ferocious whirlwind (deals 80-180 damage)

FIGHTING AS...

Hawk men operate like many melee-healer hybrids. Keep them in the rear of the party to heal between battles and pull them forward when you need assistance with direct group damage. Kaswoosh is certainly a nice spell, but hawk men gain it a bit late to be especially useful. Hawk men are far better as backup healers and backup damage dealers than as primary monsters.

RECRUITMENT DIFFICULTY	♥♥
LOCATION	Knightmare Towers
STARTING LEVEL	4
MAXIMUM LEVEL	30
POSSIBLE NAMES	Hawkins, Goyle, Hawratio, Toma

MONSTER PROGRESSION

LEVEL	4	8	15	30
EXP	5843	89372	310701	1016239
MAX HP	98	110	126	295
MAX MP	12	18	29	85
STRENGTH	90	97	110	150
AGILITY	70	102	158	225
RESILIENCE	65	74	83	110
WISDOM	36	40	46	70
LUCK	101	112	125	160



HEALSLIME

Healslimes are an ideal creature to recruit right away. These monsters supplement your group's healing considerably. First, you can never have too many healers, but healslimes have access to almost every big healing spell you need. What they lack in survivability they make up for in utility.

ABILITY LIST

ABILITY	WHEN LEARNED	COST	DESCRIPTION
Heal	4	3 MP	Restores at least 30 HP to a single ally
Holy Protection	5	4 MP	Generates a holy aura that keeps weaker monsters away
Midheal	7	5 MP	Restores at least 75 HP to a single ally
Squelch	10	2 MP	Cures a single ally of the effects of poison
Tingle	15	2 MP	Cures all party members of the effects of paralysis
Fullheal	20	7 MP	Restores all HP to a single ally
Multiheal	25	18 MP	Restores at least 75 HP to the whole party
Zing	30	10 MP	Occasionally resurrects a fallen ally with half HP restored
Omiheal	36	36 MP	Restores all HP to all party members

FIGHTING AS...

Healslimes, like a number of good healing monsters, are situational and powerful at the same time. Don't use them for breaking apart wandering encounters. Instead, leave healslimes in your wagon and bring them forward to offer extra healing in times of need. Let them keep your group fighting during boss encounters, or use them for healing outside of battle to keep your primary character's MP as high as possible.

RECRUITMENT DIFFICULTY	♥♥
LOCATION	Fortuna Wilderness, Abovitall Tower, Lodestar Harbour Wilderness
STARTING LEVEL	4
MAXIMUM LEVEL	99
POSSIBLE NAMES	Micheal, Racheal, Hooly, Healie

MONSTER PROGRESSION

LEVEL	4	25	50	99
EXP	741	142196	2493047	9101948
MAX HP	59	175	246	400
MAX MP	22	70	290	511
STRENGTH	26	71	114	190
AGILITY	15	100	149	174
RESILIENCE	28	64	87	170
WISDOM	6	36	47	70
LUCK	19	69	98	150



HELLION

Hellions are curious-looking beasts that have a few too many arms—and legs! They serve as physical damage dealers that can't deal consistent damage very well, but they have the potential for high bursts. Combine multiple Kasaps with a Muster Strength and watch for big numbers.

ABILITY LIST

ABILITY	WHEN LEARNED	COST	DESCRIPTION
Dazzle	5	4 MP	Envelops a group of enemies in illusions (reduces their accuracy)
Kasap	9	4 MP	Reduces the defence of a group of enemies
Muster Strength	12	Free	Save up energy to bolster the next attack
Flame Breath	15	Free	A fiercely fiery breath attack (deals 40-60 damage)

FIGHTING AS...

Hellions don't cause enough damage to leave as permanent front line monsters, but they have their place. Have them use Kasap against large groups and assist with cleanup. Then, when dealing with high-defence enemies, try out the Kasap and Muster Strength combination. This pulls down big game very nicely, although it takes multiple rounds to succeed.

RECRUITMENT DIFFICULTY	♥♥
LOCATION	Knightmare Towers
STARTING LEVEL	3
MAXIMUM LEVEL	30
POSSIBLE NAMES	Roary, Lionel, Jermane, Dandy

MONSTER PROGRESSION

LEVEL	3	8	15	30
EXP	1140	20996	109764	457924
MAX HP	83	114	190	310
MAX MP	0	9	20	60
STRENGTH	91	96	105	120
AGILITY	58	67	83	108
RESILIENCE	72	75	80	83
WISDOM	6	8	20	30
LUCK	32	32	48	60



HOODLUM

Hoodlums are effective damage dealers against single targets. They use melee attacks and good weaponry to bring down your enemies and their reasonable health and survivability results in a dependable monster. Don't expect any support magic, healing, or group abilities, however.

ABILITY LIST

ABILITY	WHEN LEARNED	COST	DESCRIPTION
Frenzy	7	Free	An indiscriminate attack against friend and foe alike (randomly attacks a single target)
Sap	20	3 MP	Reduces the defence of a single enemy

FIGHTING AS...

It's rather easy to use hoodlums. Put them in the front line when fighting large targets or bosses. Use Frenzy and your best weaponry to rip into those targets; just remember that Frenzy can backfire and hit your party. Don't waste time with the hoodlum's Sap; let one of your support casters Sap the opponent while the hoodlum sticks to direct damage. If you can cast Oomph on the hoodlum and get a Sap or two off on the big enemy, you'll start seeing amazing damage numbers.

RECRUITMENT DIFFICULTY	♥♥
LOCATION	Stairway to Zenithia, the Diggery Pokery, Lofty Peak Wilderness
STARTING LEVEL	3
MAXIMUM LEVEL	30
POSSIBLE NAMES	Hoody, Hacker, Diddums, Hoodwink

MONSTER PROGRESSION

LEVEL	3	8	15	30
EXP	1298	25532	147683	989061
MAX HP	91	118	210	450
MAX MP	0	0	0	50
STRENGTH	77	86	105	180
AGILITY	61	65	77	92
RESILIENCE	64	68	71	75
WISDOM	11	18	25	50
LUCK	57	75	100	125



HULAGAN

Hulagans are low-level monsters that specialize in enemy disruption. They wreak havoc on lone casters with their dancing and everything else they have throws enemy groups into disarray. Not terribly effective against bosses, these creatures are good for clearing wandering encounters without losing as much health or spending as much MP.

ABILITY LIST

ABILITY	WHEN LEARNED	COST	DESCRIPTION
Sultry Dance	N/A	Free	An infectious step that woos the enemy into tripping the light fantastic too (causes 1 round of inactivity for a single enemy)
Weirdest Dance	2	Free	Lowers the enemy's MP (minus 7-11 MP)
Sweet Breath	10	Free	Lulls the enemy to sleep with a honey-like exhalation (affects one group)
Burning Breath	15	Free	Paralyses the enemy with a torrid sigh (affects one group)

FIGHTING AS...

Hulagans are the type of creature you're either going to love or hate. If you prefer fast combat and high damage, then a hulagan is not a good choice. If you don't mind taking extra time to win and attrition is something you enjoy, then recruit a hulagan as soon as possible.

RECRUITMENT DIFFICULTY	♥♥
LOCATION	Abovitall Tower, scary lair
STARTING LEVEL	1
MAXIMUM LEVEL	25
POSSIBLE NAMES	Alola, Leila, Honolulu, Kahuna

MONSTER PROGRESSION

LEVEL	1	6	13	25
EXP	0	2912	15478	777170
MAX HP	43	64	91	140
MAX MP	0	0	0	0
STRENGTH	45	53	70	132
AGILITY	14	30	65	100
RESILIENCE	30	35	59	80
WISDOM	18	27	42	56
LUCK	50	70	85	120



HYPERANEMON

Hyperanemons have some of the best raw attributes in the game. It takes an eternity to level them to their cap, but eventually these monsters are fast, hard to kill, and have a wealth of HP and MP. They don't take much damage in melee and gain initiative all the time, plus they use lightning magic to blast enemy groups to bits. There are better boss killers later in the game, but there aren't any damage casters that compete with hyperanemons.

ABILITY LIST

ABILITY	WHEN LEARNED	COST	DESCRIPTION
Kaswoosh	N/A	8 MP	Slices through a group of enemies with a ferocious whirlwind (deals 80-180 damage)
Spooky Aura	8	Free	Emits a mysterious glow that helps spells to find their targets more easily
Zap	14	6 MP	Calls down lightning on all enemies (deals 70-90 damage)
Kazap	20	15 MP	Calls down powerful thunderbolts on a group of enemies (deals 175-225 damage)

FIGHTING AS...

Hyperanemons are an ideal complement for damage and support casters like the Girl. Have the Girl save her MP for boss fights during the bulk of a dungeon. Keep your hyperanemon in the party while walking around and let the hyperanemon cast Kaswoosh repeatedly (or Kazap at higher levels) to blow apart your foes.

Then, when it's time for a boss fight, swap the hyperanemon and the Girl or another support caster. Your alternate mage gets to the fight with all of their MP and you can use support abilities like Kasap and Oomph. Sadly, hyperanemons don't have these, making them a poor choice for almost any boss encounter.



JAILCAT

Jailcats are rare monsters that lack especially potent attacks, but their ability to wield claw/fang weaponry makes them a decent fighter. They get minor healing, which helps between battles from the rear line, and their Sweet Breath is situational but good to have in the party if you don't have other monsters with it already.

ABILITY LIST

ABILITY	WHEN LEARNED	COST	DESCRIPTION
Crack	1	3 MP	Pierces a single enemy with razor-sharp icicles (deals 25-35 damage)
Tongue Lashing	3	Free	A slobbery lick to make the enemy cower (causes 1 round of inactivity for a single enemy)
Sweet Breath	7	Free	Lulls the enemy to sleep with a honey-like exhalation (affects one group)
Midheal	15	5 MP	Restores at least 75 HP to a single ally
Crackle	16	5 MP	Rips into a group of enemies with sharp icicles (deals 42-58 damage)
Fuddle	20	5 MP	Sends a group of enemies into a state of confusion

FIGHTING AS...

Jailcats suffer from being decent at both the front and rear ranks of the party. That's a problem because specialists tend to be a bit better when the game lets you transfer party members back and forth so easily. Still, jailcats can hang back and heal after battle once they reach level 15. They're decent for single-target damage, especially if you give them an up-to-date claw/fang weapon. Jailcats are usually better off using their Sweet Breath to disable enemies rather than their modest ice-based spells. Put things to sleep, then work on finishing off individual foes.



KILLING MACHINE

Although killing machines don't get any abilities, you'll enjoy them anyway. Instead of support, healing, or group attacks, the killing machine inflicts powerful single-target damage. When properly Oomphed, killing machines are some of your best boss killers; they use high-end weapons, very good armor, and have the attributes to back it up.

MONSTER PROGRESSION

LEVEL	4	8	15	30
EXP	18480	99952	407617	2002470
MAX HP	177	192	280	450
MAX MP	0	0	0	0
STRENGTH	170	173	185	255
AGILITY	98	102	125	155
RESILIENCE	185	188	200	255
WISDOM	40	40	40	40
LUCK	60	60	63	70

FIGHTING AS...

Killing machines are fast and furious with their attacks; expect them to gain initiative and go early each round. Still, this aspect makes them good at carrying healing items. It's nice to know that your restorative items will come into play early in a round, before enemies have time to mess up your party.

Get them the best weapons available, cast Oomph on them or use the war drum, and enjoy their damage output. Have another ally cast Kasap on the enemies to make life even worse (and shorter) for them.

RECRUITMENT DIFFICULTY	♥
LOCATION	Mt Zugzwang, Estark's Labyrinth
STARTING LEVEL	3
MAXIMUM LEVEL	23
POSSIBLE NAMES	Zephyr, Gail, Simoon, Lionex

MONSTER PROGRESSION

LEVEL	3	6	12	23
EXP	2071	47314	219193	808132
MAX HP	202	223	303	400
MAX MP	23	40	86	300
STRENGTH	101	104	117	140
AGILITY	97	103	117	210
RESILIENCE	106	107	123	200
WISDOM	100	103	126	200
LUCK	117	124	145	200

RECRUITMENT DIFFICULTY	♥♥
LOCATION	Fortuna Wilderness, Uptaten Towers
STARTING LEVEL	1
MAXIMUM LEVEL	99
POSSIBLE NAMES	Jayla, Philch, Purrloin, Tealeaf

MONSTER PROGRESSION

LEVEL	1	25	50	99
EXP	0	90341	1818177	7933725
MAX HP	26	153	279	511
MAX MP	6	40	66	100
STRENGTH	24	92	150	230
AGILITY	20	93	157	245
RESILIENCE	18	57	75	150
WISDOM	14	42	59	70
LUCK	9	53	90	140

RECRUITMENT DIFFICULTY	♥
LOCATION	Precaria Wilderness, Mt Zugzwang (Wilderness and Dungeon)
STARTING LEVEL	4
MAXIMUM LEVEL	30
POSSIBLE NAMES	Serial, Roborg, Cybot, Roboster



KING CURESLIME

All high-end slimes are wonderful and king cureslimes follow the rule perfectly. King cureslimes have so much HP and MP that they can outlast even tenacious bosses, plus they can power your party through almost any fight. Give a king cureslime an elfin elixir or two and they can cast Omniheal every round throughout any encounter in the game, including the optional fight at the end of the special dungeon.

ABILITY LIST

ABILITY	WHEN LEARNED	COST	DESCRIPTION
Omniheal	N/A	36 MP	Restores all HP to all party members
Drain Magic	N/A	Free	Steals MP from a single enemy (5-11 MP)
Absorb Magic	5	2 MP	Absorbs the MP of an incoming spell
Insulate	7	3 MP	Protects all party members from fire- or ice-based attacks
Kazing	10	20 MP	Resurrects a fallen ally to full health
Kerplunk	14	All MP	Sacrifice caster's life to resurrect all other party members
Hocus Pocus	17	20 MP	Take a chance with Lady Luck! Only she knows what will happen (random effect)
Puff!	38	18 MP	Transform into a fire-breathing dragon (you lose control of the character but they deal 60+ damage every round to all enemies)

FIGHTING AS...

It's very easy to use king cureslimes. Have a secondary character cast Fullheal if a single person is taking major damage and let the king cureslime cast Omniheal if two or more characters are taking serious damage. Although Omniheal is costly, king cureslimes have the MP to spare. Use other healers for trivial fights; king cureslimes are meant for boss fights.

When a king cureslime runs low on MP, cast Kerplunk to save the group (as needed), then have another character Kazing the king cureslime and use an elfin elixir. Absorb Magic isn't useful for most characters and monsters, but king cureslimes get much more out of it because of their high MP expenses.

RECRUITMENT DIFFICULTY	♥
LOCATION	Stairway to Zenithia
STARTING LEVEL	3
MAXIMUM LEVEL	20
POSSIBLE NAMES	Kingoo, Lord, Duke, Marquis

MONSTER PROGRESSION

LEVEL	3	5	10	20
EXP	1769	20315	80506	501140
MAX HP	141	150	190	400
MAX MP	135	150	200	500
STRENGTH	95	95	100	120
AGILITY	58	67	80	128
RESILIENCE	114	118	125	130
WISDOM	50	50	58	70
LUCK	107	115	123	150



KING SLIME

King slimes are support monsters with few peers. They have a variety of spells to enhance the party, to save your party from danger, and even to return some damage at your foes. As with other talented monsters, it's hard to recruit king slimes. Hunt around King Dominicus's Dominion to have a chance.

ABILITY LIST

ABILITY	WHEN LEARNED	COST	DESCRIPTION
Zing	N/A	10 MP	Occasionally resurrects a fallen ally with half HP restored
Kabuff	5	3 MP	Raises the defence of all party members
Insulate	10	3 MP	Protects all party members from fire- or ice-based attacks
Frizzle	12	4 MP	Burns a single enemy with a large fireball (deals 70-90 damage)
Kazing	15	20 MP	Resurrects a fallen ally to full health
Disruptive Wave	18	Free	Eliminates all magic effects
Inferno	20	Free	A ferociously fiery breath attack (deals 65-85 damage to all enemies)
Kafrizzle	27	10 MP	Incinerates a single enemy with an enormous fireball (deals 180-200 damage)

FIGHTING AS...

King slimes can do a bit of everything. King slimes eventually get one of the best single-target damage spells in the game, they can deal group damage efficiently (through Inferno), and they can use Kabuff and Insulate to protect your party from physical and magical damage. Although they can't heal directly, these monsters can Kazing fallen allies.

Additionally, king slimes can strip off magical effects. Disruptive Wave is an ability that's normally reserved for high-tier boss enemies. With it, you can stop enemy effects that weaken or expose your party (you can also strip off positive spells that enemies cast on themselves).

King slimes are permanent additions to your team. Keep them in the rear line during easy fights, then bring them up front to cast Insulate and Kabuff during big fights.

RECRUITMENT DIFFICULTY	♥
LOCATION	King Dominicus's Dominion Wilderness, Helmunaptra Wilderness
STARTING LEVEL	3
MAXIMUM LEVEL	30
POSSIBLE NAMES	Blubba, Baron, Earl, Viscount

MONSTER PROGRESSION

LEVEL	3	8	15	30
EXP	2287	88482	249083	849249
MAX HP	148	172	200	330
MAX MP	20	45	93	180
STRENGTH	72	78	87	110
AGILITY	40	50	70	102
RESILIENCE	69	74	84	95
WISDOM	29	42	53	65
LUCK	43	48	58	80



LIQUID METAL SLIME

Liquid metal slimes are awesome...if you can recruit one. These are some of the most difficult monsters to recruit in the entire game. When you do encounter one, it's difficult to defeat them before they run away. Remember to bring characters with the falcon blade or falcon knife earrings when you go liquid metal slime hunting; it's easier to KO them when you have characters who attack twice per turn.

ABILITY LIST

ABILITY	WHEN LEARNED	COST	DESCRIPTION
Sizz	N/A	4 MP	Singes a group of enemies with a blazing fire (deals 16-24 damage)
Bang	2	5 MP	Damages all enemies with a small explosion (deals 20-30 damage)
Buff	3	2 MP	Raises the defence of a single party member
Sizzle	4	6 MP	Burns a group of enemies with a blazing wall of fire (deals 30-42 damage)
Boom	5	8 MP	Engulfs all enemies in a large explosion (deals 52-68 damage)
Kasizzle	6	10 MP	Scorches a group of enemies with blazing hellfire (deals 88-112 damage)
Kerplunk	7	All MP	Sacrifice caster's life to resurrect all other party members
Kaboom	8	15 MP	Blasts all enemies with an incredibly violent explosion (deals 120-160 damage)

FIGHTING AS...

Liquid metal slimes are magic damage dealers that can also save your party, as a last resort. The mix of Bang and Boom magic is useful for clearing large and varied groups of random enemies, while Kerplunk gives liquid metal slimes some utility in boss fights.

The most distinct aspect of these monsters is their ability to stand up to punishment. These slimes can take a serious amount of damage from enemies. They're a great addition to parties during end-game boss fights. You end up with a monster that's hard to kill and has the potential to bring back the other members of the party if they get KO'd.

RECRUITMENT DIFFICULTY	♥♥
LOCATION	Gotha Path, The Rite of Passage, Knightmare Towers, Stairway to Zenithia
STARTING LEVEL	1
MAXIMUM LEVEL	8
POSSIBLE NAMES	Merc, Sparkles, Bubbles, Metable

MONSTER PROGRESSION

LEVEL	1	2	4	8
EXP	0	255	18480	1029722
MAX HP	6	30	65	300
MAX MP	30	50	80	255
STRENGTH	61	65	73	150
AGILITY	150	160	190	255
RESILIENCE	255	255	255	255
WISDOM	15	25	35	75
LUCK	255	255	255	255



MAGIC MARIONETTE

Magic marionettes combine melee damage, support spells, and even some group damage spells. As the magic marionette levels up, their role will change from disruption to a more aggressive stance. It's fun to watch and the stats on these creatures don't get stale until late in the game.

ABILITY LIST

ABILITY	WHEN LEARNED	COST	DESCRIPTION
Weirder Dance	3	Free	Lowers the enemy's MP (minus 3-5 MP)
Bounce	6	4 MP	Forms a protective barrier that reflects all spells (affects one ally)
Weirdest Dance	10	Free	Lowers the enemy's MP (minus 7-11 MP)
Fizzle	15	3 MP	Prevents the enemy from using magic (affects one group)
Absorb Magic	18	2 MP	Absorbs the MP of an incoming spell
Holy Protection	20	4 MP	Generates a holy aura that keeps weaker monsters away
Sultry Dance	23	Free	An infectious step that woos the enemy into tripping the light fantastic too (causes 1 round of inactivity for a single enemy)
Swoosh	25	4 MP	Slices through a group of enemies with a powerful whirlwind (deals 25-55 damage)
Kaswoosh	30	8 MP	Slices through a group of enemies with a ferocious whirlwind (deals 80-180 damage)

FIGHTING AS...

At lower levels, use magic marionettes to disrupt enemy spellcasters (use Weirdest Dance against the low-MP targets and Fizzle for the higher ones). Keep the magic marionettes out of combat in other fights unless they're very well-equipped. Then, at higher levels, keep a magic marionette in the main combat party to help during random encounters. Use Swoosh and Kaswoosh to soften large groups of enemies for your melee fighters.

RECRUITMENT DIFFICULTY	♥♥
LOCATION	Between Zoomingale and Mostroferrato, north of Zoomingale
STARTING LEVEL	1
MAXIMUM LEVEL	30
POSSIBLE NAMES	Poppet, Pino, Marionette, Dangler

MONSTER PROGRESSION

LEVEL	1	8	15	30
EXP	0	15797	74507	1083319
MAX HP	52	94	149	280
MAX MP	0	33	65	100
STRENGTH	60	77	87	120
AGILITY	44	59	76	110
RESILIENCE	71	80	84	90
WISDOM	3	17	21	30
LUCK	30	60	65	80





MAN O' WAR

Man o' wars try to disable foes and deal light damage. It takes a lot of time to get them to their higher levels, and they continue to learn abilities well after most other creatures have capped.

ABILITY LIST

ABILITY	WHEN LEARNED	COST	DESCRIPTION
Paralysis Attack	N/A	Free	A debilitating attack that stops the enemy in their tracks (damages and paralyzes a single enemy)
Burning Breath	5	Free	Paralyzes the enemy with a torrid sigh (affects one group)
Tingle	8	2 MP	Cures all party members of the effects of paralysis
Dazzleflash	15	Free	Blinds the enemy with a bright flash of light (reduces accuracy for all enemies)
Safe Passage	25	2 MP	Travel with impunity across terrain that would otherwise cause harm
Crackle	30	5 MP	Rips into a group of enemies with sharp icicles (deals 42-58 damage)
Drain Magic	40	Free	Steals MP from a single enemy (5-11 MP)
Kacrackle	50	12 MP	Lacerates all enemies with a raw volley of rasping ice (deals 80-104 damage)
Freezing Blizzard	80	Free	A chafingly chilly breath attack (deals 50-60 damage to all enemies)

FIGHTING AS...

It's nice to have a mix of decent group damage abilities and disabling attacks. However, you won't really get to these abilities. It takes hours of level building, even after you've defeated the game and beaten the boss dungeon before reaching level 50+. That makes man o' wars somewhat impractical. By the time you reach their best spells, you could be recruiting creatures of amazing power instead.

RECRUITMENT DIFFICULTY	♥♥♥♥
LOCATION	Estuary Sanctuary, Central Ocean
STARTING LEVEL	4
MAXIMUM LEVEL	99
POSSIBLE NAMES	Megoosa, Jelly, Manny, Stinger

MONSTER PROGRESSION

LEVEL	4	25	50	99
EXP	741	142196	2493047	9101948
MAX HP	35	175	246	400
MAX MP	15	70	290	511
STRENGTH	17	71	114	190
AGILITY	10	106	155	180
RESILIENCE	20	64	87	170
WISDOM	3	36	47	70
LUCK	7	69	98	150



MANDRAKE MARSHAL

Mandrake marshals are simply wonderful. These hard-hitting melee troops have considerable HP, access to high-end armor, and can do group damage in a pinch. A properly equipped mandrake marshal continues to grow in power well past the point where most creatures hit their cap.

ABILITY LIST

ABILITY	WHEN LEARNED	COST	DESCRIPTION
Kasap	N/A	4 MP	Reduces the defence of a group of enemies
Buff	N/A	2 MP	Raises the defence of a single party member
Swoosh	7	4 MP	Slices through a group of enemies with a powerful whirlwind (deals 25-55 damage)
Kaswoosh	15	8 MP	Slices through a group of enemies with a ferocious whirlwind (deals 80-180 damage)

FIGHTING AS...

Put the mandrake marshal up front and attack single targets with melee strikes. Use Oomph or the war drum on the mandrake marshal as often as possible. Use Kaswoosh when there are large groups that you need to clear quickly.

RECRUITMENT DIFFICULTY	♥♥
LOCATION	Talon Tower, The Crocodilopolis, Mt Zugzwang, Estark's Labyrinth
STARTING LEVEL	3
MAXIMUM LEVEL	50
POSSIBLE NAMES	Marshal, Whiro, Mandy, Drake

MONSTER PROGRESSION

LEVEL	3	13	25	50
EXP	2287	193828	700936	1834534
MAX HP	187	232	318	400
MAX MP	23	55	76	90
STRENGTH	110	119	142	160
AGILITY	91	115	139	174
RESILIENCE	90	95	98	100
WISDOM	30	35	42	60
LUCK	71	77	86	100



METAL SLIME

Metal slimes are very difficult to recruit. Not only are they a rare sight until later in the game, but they have a low recruitment percentage. These creatures can take hit after hit with their high defence and resistance to magic. Metal slimes are the creatures to use in boss fights to ensure that your party has a survivor and someone to soak up damage. Put the metal slime at the front of the party for best results.

ABILITY LIST

ABILITY	WHEN LEARNED	COST	DESCRIPTION
Frizz	N/A	2 MP	Sings a single enemy with a small fireball (deals 12-15 damage)
Kabuff	3	3 MP	Raises the defence of all party members
Frizzle	7	4 MP	Burns a single enemy with a large fireball (deals 70-90 damage)
Insulate	10	3 MP	Protects the party from fire- or ice-based attacks

FIGHTING AS...

Despite the low level cap on metal slimes, they achieve a respectable number of MP and very high stats in most areas (with the exception of HP). These guys are your best friends when taking on bosses. Give usable items to the metal slime and have it help keep the party active. Let the metal slime take care of Insulate casting and Kabuffs. A metal slime with the sage's stone and the war drum (later in the game) can serve as a healer, damage enhancer, and a support character.

RECRUITMENT DIFFICULTY	♥
LOCATION	Many regions, including Abovital Tower, The Scary Lair, Mount Magmageddon, Cataract Caves
STARTING LEVEL	1
MAXIMUM LEVEL	20
POSSIBLE NAMES	Chromeo, Nugget, Nickel, Gretal

MONSTER PROGRESSION

LEVEL	1	5	10	20
EXP	0	5318	123044	3462425
MAX HP	3	10	50	110
MAX MP	30	62	102	200
STRENGTH	56	72	108	150
AGILITY	100	164	224	255
RESILIENCE	230	250	255	255
WISDOM	15	35	60	65
LUCK	255	255	255	255



MINIDEMON

Minidemons are primarily magical damage dealers; they use fire spells and explosions to eliminate single targets and enemy groups. Although situational in their effectiveness, it's nice to have a minidemon in your rear line that you can bring forward to KO targets while your primary damage dealers are being conservative. Minidemons work well in longer dungeons and places where targets are resistant to physical attacks or ice damage.

ABILITY LIST

ABILITY	WHEN LEARNED	COST	DESCRIPTION
Frizzle	N/A	4 MP	Burns a single enemy with a large fireball (deals 70-90 damage)
Tongue Lashing	4	Free	A sloppy lick to make the enemy cower (causes 1 round of inactivity for a single enemy)
Fuddle	10	5 MP	Sends a group of enemies into a state of confusion
Sweet Breath	13	Free	Lulls the enemy to sleep with a honey-like exhalation (affects one group)
Boom	17	8 MP	Engulfs all enemies in a large explosion (deals 52-68 damage)
Tick-tock	20	4 MP	Summons night during day and day during night
Hocus Pocus	23	20 MP	Take a chance with Lady Luck! Only she knows what will happen (random effect)
Kafrizzle	25	10 MP	Incinerates a single enemy with an enormous fireball (deals 180-200 damage)
Kaboom	28	15 MP	Blasts all enemies with an incredibly violent explosion (deals 120-160 damage)

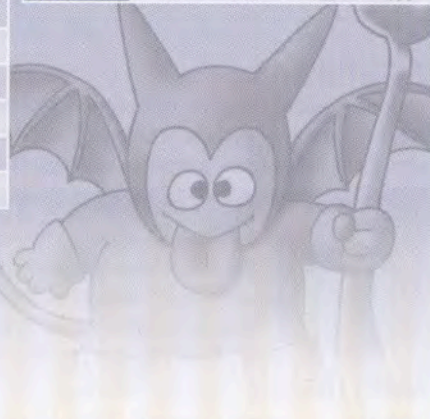
FIGHTING AS...

It doesn't take long to level up minidemons, but that's a curse as much as it is a blessing. The low level cap for these monsters prevents them from being ideal during later stages of the game. Minidemons help out for a while and their spells are good, but you won't get the utility, healing, or survivability out of them that would make them permanent members of a party. Consider that before spending too much time leveling one up. That said, you should grab a minidemon and put it in your rear line if you don't have a damage caster there already. It's always good to have a secondary caster for times when your primary mage is out of MP or is being conservative with their use.

RECRUITMENT DIFFICULTY	♥♥
LOCATION	Gotha Path
STARTING LEVEL	3
MAXIMUM LEVEL	30
POSSIBLE NAMES	Thamthon, Thedric, Thimon, Thithy

MONSTER PROGRESSION

LEVEL	3	8	15	30
EXP	2287	20437	146077	509115
MAX HP	89	111	168	230
MAX MP	12	38	75	150
STRENGTH	55	64	75	85
AGILITY	55	71	95	125
RESILIENCE	66	70	74	77
WISDOM	5	16	29	50
LUCK	78	100	123	150



MOOSIFER

Moosifers have a high level cap, strong combat statistics, and use a variety of group damage spells to soften their enemies before destroying them in melee combat. These powerhouses work well in almost any group and they even get a bit of disruptive magic as well. Lastly, they're relatively easy to recruit; stay in Talon Tower or Neverglade until you acquire one.

ABILITY LIST

ABILITY	WHEN LEARNED	COST	DESCRIPTION
Sizzle	N/A	6 MP	Burns a group of enemies with a blazing wall of fire (deals 30-42 damage)
Swoosh	N/A	4 MP	Slices through a group of enemies with a powerful whirlwind (deals 25-55 damage)
Crackle	N/A	5 MP	Rips into a group of enemies with sharp icicles (deals 42-58 damage)
War Cry	7	Free	A booming yell to make the enemy recoil in fear (causes 1 round of inactivity for all enemies)
Focus Strength	9	Free	Focus the fighting spirit to strike with redoubled force on the next attack
Kasizzle	11	10 MP	Scorches a group of enemies with blazing hellfire (deals 88-112 damage)
Spooky Aura	13	Free	Emits a mysterious glow that helps spells to find their targets more easily
Kacrackle	15	12 MP	Lacerates all enemies with a raw volley of rasping ice (deals 80-104 damage)

FIGHTING AS...

Have moosifers start their fights with War Cry if there are three or more targets. War Cry is a great disruptive ability and it aids the party even more than a good melee attack or damage spell. Save your MP for groups that need to be brought down quickly.

Having Kasizzle and Kacrackle is a boon because almost nothing is resistant to both types of magic. Soften enemies that are strong against one element by using the opposite element; this helps compensate for any members of your party who can't use their group-hitting abilities.

RECRUITMENT DIFFICULTY	♥♥♥
LOCATION	Neverglade, Talon Tower
STARTING LEVEL	4
MAXIMUM LEVEL	40
POSSIBLE NAMES	Mooses, Moostafa, Goathorn, Anthorny

MONSTER PROGRESSION

LEVEL	4	10	20	40
EXP	7561	240864	945770	2525882
MAX HP	175	280	356	450
MAX MP	38	100	221	350
STRENGTH	95	115	152	200
AGILITY	85	94	107	127
RESILIENCE	85	90	97	130
WISDOM	50	60	70	90
LUCK	93	100	121	130





MUDRAKER

Mudrakers don't acquire many abilities, but their sludgy demeanor belies a decent melee damage dealer with well-rounded secondary abilities. Starting with War Cry is quite useful and the addition of Kabuff later on ensures that mudrakers can provide your party some much needed survivability in heavy random encounters and boss fights.

ABILITY LIST

ABILITY	WHEN LEARNED	COST	DESCRIPTION
War Cry	N/A	Free	A booming yell to make the enemy recoil in fear (causes 1 round of inactivity for all enemies)
Tongue Lashing	N/A	Free	A slobbery lick to make the enemy cower (causes 1 round of inactivity for a single enemy)
Buff	5	2 MP	Raises the defence of a single party member
Absorb Magic	10	2 MP	Absorbs the MP of an incoming spell
Kabuff	15	3 MP	Raises the defence of all party members

FIGHTING AS...

Mudrakers end up being two-trick ponies. They use War Cry early in random encounters on large groups of targets. This keeps many enemies pinned down while the rest of the party thins their numbers. Then, the mudraker joins in the fray and does melee damage. After level 15, your mudraker does the same thing in random encounters but can even take part in boss fights using Kabuff early in the fight.



OLD MAN OF THE SEA

Old men of the sea have MP in spades and they use group-based spells to deal their damage. Unlike many spellcasters, these monsters can deal several types of damage. There are many superior choices for boss fights, but old men of the sea are very useful in random encounters. Let these guys help you clear out the dungeons and gather gold coins and EXP.

ABILITY LIST

ABILITY	WHEN LEARNED	COST	DESCRIPTION
Crackle	N/A	5 MP	Rips into a group of enemies with sharp icicles (deals 42-58 damage)
Swoosh	N/A	4 MP	Slices through a group of enemies with a powerful whirlwind (deals 25-55 damage)
Bounce	6	4 MP	Forms a protective barrier that reflects all spells (affects one ally)
Zoom	10	8 MP	Returns instantly to various previously visited locations (doesn't work when underground or inside dungeons)
Snooze	12	3 MP	Puts a group of enemies to sleep
Zing	17	10 MP	Occasionally resurrects a fallen ally with half HP restored.
Kacrackle	20	12 MP	Lacerates all enemies with a raw volley of rasping ice (deals 80-104 damage)
Kaswoosh	23	8 MP	Slices through a group of enemies with a ferocious whirlwind (deals 80-180 damage)
Lightning	45	Free	Calls down lightning to strike the enemy (deals 50-70 damage to all enemies)



ORC KING

Orc kings are easy to recruit and they will last to later stages of the game. These tough fighters deal moderate damage and offer strong support to your party. Orc kings are hard to kill, are good healers, and gain Kazing (a spell that saves many lives during tricky boss encounters). Combine these factors with high MP and you have a monster that can win friends in the front of the party or back in the wagon.

ABILITY LIST

ABILITY	WHEN LEARNED	COST	DESCRIPTION
Zing	N/A	10 MP	Occasionally resurrects a fallen ally with half HP restored
Whack	6	4 MP	A cursed incantation that sends an enemy to the hereafter
Multiheal	8	18 MP	Restores at least 75 HP to the whole party
Safe Passage	9	2 MP	Travel with impunity across terrain that would otherwise cause harm
Kazing	11	20 MP	Resurrects a fallen ally to full health
Thwack	15	7 MP	An incantation that sends a group of enemies to the hereafter
Kacrackle	20	12 MP	Lacerates all enemies with a raw volley of rasping ice (deals 80-104 damage)

FIGHTING AS...

If you already have a solid front line party, back your orc king in the wagon and use him for topping off the group between battles. Have the orc kings use Kazing on anyone who gets KO'd during a fight; bring the orc king into the group when someone falls, cast Kazing as soon as possible, and then reform the group. You can also leave the orc king up front all the time. They have more than enough HP to withstand enemy attacks and their direct melee damage is adequate. You won't kill enemies as quickly, but it's still a viable choice (especially for dungeons that don't allow you to switch your party).

RECRUITMENT DIFFICULTY	♥♥♥♥
LOCATION	The scary lair
STARTING LEVEL	1
MAXIMUM LEVEL	30
POSSIBLE NAMES	Clayton, Cassius, Mudgery, Mohamud

MONSTER PROGRESSION

LEVEL	1	8	15	30
EXP	0	4265	17850	196698
MAX HP	90	116	170	310
MAX MP	0	9	16	30
STRENGTH	54	62	98	120
AGILITY	1	9	20	23
RESILIENCE	8	18	26	36
WISDOM	10	21	30	55
LUCK	0	0	1	10

RECRUITMENT DIFFICULTY	♥♥
LOCATION	Central Ocean
STARTING LEVEL	3
MAXIMUM LEVEL	50
POSSIBLE NAMES	Nereus, Grampsea, Wavid, Codger

MONSTER PROGRESSION

LEVEL	3	13	25	50
EXP	1711	111404	500407	1773775
MAX HP	115	175	228	310
MAX MP	57	100	159	280
STRENGTH	48	55	61	70
AGILITY	71	84	95	105
RESILIENCE	67	78	89	110
WISDOM	45	48	63	100
LUCK	2	2	7	15

FIGHTING AS...

Put old men of the sea in your front line and use them in large encounters until their supply of MP runs out. When that happens, put another damage dealer into their slot and keep going.

RECRUITMENT DIFFICULTY	♥♥♥♥
LOCATION	The Riteof Passage (Wilderness and Dungeon), Nightmare Towers (Wilderness and Dungeon)
STARTING LEVEL	4
MAXIMUM LEVEL	30
POSSIBLE NAMES	Ward, Kid, Sean, Estrate

MONSTER PROGRESSION

LEVEL	4	8	15	30
EXP	5843	89372	310701	1016239
MAX HP	100	200	267	500
MAX MP	30	80	111	220
STRENGTH	90	97	110	150
AGILITY	60	64	68	70
RESILIENCE	65	70	75	110
WISDOM	36	40	46	70
LUCK	101	112	125	160



PIP FIGHTER

Pip fighters gain levels and strength up to level 99, plus they have an awesome set of abilities. Although limited on MP, these little guys have some help. Absorb Magic gives pip fighters the chance to siphon some extra energy to restore themselves. When you consider that they know Kazap, Fullheal, Kabuff, and Oomph, that really makes a case for including them in a party.

But the downside of pip fighters is that they take a long time to train. You won't see the amazing stats these guys are capable of reaching until well into the late stages of the game.

ABILITY LIST

ABILITY	WHEN LEARNED	COST	DESCRIPTION
Kazap	N/A	15 MP	Calls down powerful thunderbolts on a group of enemies (deals 175-225 damage)
Poof	5	1 MP	Makes a group of enemies vanish in a flash of light (no experience granted)
Buff	15	2 MP	Raises the defence of a single party member
Absorb Magic	25	2 MP	Absorbs the MP of an incoming spell
Fullheal	30	7 MP	Restores all HP to a single ally
Kabuff	45	3 MP	Raises the defence of all party members
Oomph	55	6 MP	Doubles the attack power of a single party member

FIGHTING AS...

Pip fighters use Kazap in random encounters and Kabuff in more serious fights. They restore themselves by waiting for fights against enemy casters or monsters with elemental attacks; cast Absorb Magic on the first rounds of these fights to get back some MP.

Oomph is great to have as well, but pip fighters acquire it late. There is an item in the bonus dungeon (after you complete the regular game) that renders Oomph redundant. If you have the war drum, there's no point in using Oomph as a pip fighter.

RECRUITMENT DIFFICULTY	♥♥
LOCATION	Faerie Lea Wilderness
STARTING LEVEL	1
MAXIMUM LEVEL	99
POSSIBLE NAMES	Squeak, Pippa, Panpip, Orange

MONSTER PROGRESSION

LEVEL	1	25	50	99
EXP	0	114857	1606076	6793384
MAX HP	40	205	336	500
MAX MP	0	3	20	30
STRENGTH	44	81	148	255
AGILITY	20	77	118	200
RESILIENCE	45	56	68	130
WISDOM	20	47	73	110
LUCK	25	58	80	130



POCUS POPPET

Pocus poppets are a middle-of-the-road sort of monster. They don't have healing or attack spells, but they can cast minor support spells to aid your party and disable enemies. With only a moderate level cap and moderate HP, it's sometimes hard to find the correct place to put a pocus poppet. They're not a monster class that works well from the wagon, but they don't have many mainline combat abilities either.

ABILITY LIST

ABILITY	WHEN LEARNED	COST	DESCRIPTION
Dazzle	N/A	4 MP	Envelops a group of enemies in illusions (reduces their accuracy)
Fuddle	2	5 MP	Sends a group of enemies into a state of confusion
Sap	7	3 MP	Reduces the defence of a single enemy
Buff	10	2 MP	Raises the defence of a single party member
Kasap	12	4 MP	Reduces the defence of a group of enemies
Fizzle	17	3 MP	Prevents the enemy from using magic (affects one group)

FIGHTING AS...

Pocus poppets are more of a stand-in monster if you don't have other creatures that can handle disruption duties (such as Kasap and Fuddle). For almost everything a pocus poppet does, there is a better candidate with similar survivability but a higher number of combative or support spells.

RECRUITMENT DIFFICULTY	♥♥
LOCATION	The scary lair
STARTING LEVEL	1
MAXIMUM LEVEL	30
POSSIBLE NAMES	Poppy, Dolly, Poe, Voodoll

MONSTER PROGRESSION

LEVEL	1	8	15	30
EXP	0	10315	53999	518392
MAX HP	80	111	168	230
MAX MP	15	58	93	170
STRENGTH	55	64	75	85
AGILITY	55	76	100	130
RESILIENCE	66	70	74	77
WISDOM	17	38	59	100
LUCK	78	105	128	155



POWIE YOWIE

Powie yowies are large, so you might mistake them for a melee monster but they really aren't. These yeti-like beasts can inflict some melee damage, but breath attacks and ice spells are their bread and butter. Powie yowies help clear large encounters without the need to spend your main casters' MP.

ABILITY LIST

ABILITY	WHEN LEARNED	COST	DESCRIPTION
War Cry	3	Free	A booming yell to make the enemy recoil in fear (causes 1 round of inactivity for all enemies)
Cool Breath	5	Free	A chilly breath attack (deals 13-16 damage to all enemies)
Sweet Breath	8	Free	Lulls the enemy to sleep with a honey-like exhalation (affects one group)
Muster Strength	12	Free	Save up energy to bolster the next attack
Crackle	15	5 MP	Rips into a group of enemies with sharp icicles (deals 42-58 damage)
Tongue Lashing	20	Free	A slobbery lick to make the enemy cower (causes 1 round of inactivity for a single enemy)
Freezing Blizzard	22	Free	A chafingly chilly breath attack (deals 50-60 damage to all enemies)
Kacrackle	30	12 MP	Lacerates all enemies with a raw volley of rasping ice (deals 80-104 damage)

FIGHTING AS...

The early powie yowie's levels get you some crowd control abilities. War Cry is very useful for short-term disruption of enemy groups because it's harder to resist than a number of abilities with longer durations. Muster Strength isn't as useful as it could be. Powie yowies don't have the raw attack power or the best weaponry to work with either. That leaves them in a poor position for strength-based abilities. Crackle and Kacrackle are nice additions. Use them to clean up regular monster groups and fire-based enemies. Throw the powie yowie into the main group, spend MP freely, then put the powie yowie back in the wagon when you're done.

RECRUITMENT DIFFICULTY	♥♥
LOCATION	Coburg Wilderness (2nd Generation)
STARTING LEVEL	1
MAXIMUM LEVEL	40
POSSIBLE NAMES	Sloth, Bigfoot, Powell, Meh-Teh

MONSTER PROGRESSION

LEVEL	1	10	20	40
EXP	0	11888	70334	617946
MAX HP	48	120	220	350
MAX MP	0	0	50	150
STRENGTH	56	60	75	90
AGILITY	23	42	64	95
RESILIENCE	46	50	77	90
WISDOM	8	23	63	90
LUCK	25	53	78	90



PRESTIDIGITATOR

Prestidigitators are a damage-casting class. These monsters gain a considerable number of MP, which are liberally used to cast single-target and group damage spells. Prestidigitators are especially good at clearing targets that are resistant to ice spells. Although prestidigitators don't max out on levels until 99, their low HP and modest defence make them a weak addition to the combat team for long-term use. Instead, it's better to bring them in to cast for a few rounds and then shelve them until they're at full health again.

ABILITY LIST

ABILITY	WHEN LEARNED	COST	DESCRIPTION
Frizz	N/A	2 MP	Singes a single enemy with a small fireball (deals 12-15 damage)
Fizzle	N/A	3 MP	Prevents the enemy from using magic (affects one group)
Sizz	5	4 MP	Singes a group of enemies with a blazing fire (deals 16-24 damage)
Sizzle	12	6 MP	Burns a group of enemies with a blazing wall of fire (deals 30-42 damage)
Drain Magic	15	Free	Steals MP from a single enemy (5-11 MP)
Frizzle	19	4 MP	Burns a single enemy with a large fireball (deals 70-90 damage)
Absorb Magic	24	2 MP	Absorbs the MP of an incoming spell
Kasizzle	28	10 MP	Scorches a group of enemies with blazing hellfire (deals 88-112 damage)

FIGHTING AS...

Using prestidigitators is rather intuitive. They combat other casters using Fizzle and Drain Magic. For direct damage, use the Sizz line of spells. In boss fights, Frizzle is good, although there are often a few better options for boss damage. Beyond that, Frizzle has a window of opportunity that shrinks quickly as enemy health scales later in the game. Eventually, the damage of this single-target spell is badly outshined by single-target melee damage.

RECRUITMENT DIFFICULTY	♥♥♥♥
LOCATION	Lodestar Harbour Wilderness, Hay Wilderness, scary lair
STARTING LEVEL	4
MAXIMUM LEVEL	99
POSSIBLE NAMES	Preston, Digits, Hans, Thumble

MONSTER PROGRESSION

LEVEL	4	25	50	99
EXP	1867	138414	1722758	7234227
MAX HP	40	152	262	511
MAX MP	16	88	231	511
STRENGTH	19	48	72	125
AGILITY	15	66	102	180
RESILIENCE	21	49	75	170
WISDOM	25	45	77	100
LUCK	30	45	67	100



RESTLESS ARMOUR

Restless armours are not easy to recruit, but it's worth hunting them and hoping for success. Look at the attributes that these monsters gain as they level. Restless armours get a substantial amount of HP and a high attack power, but everything else is just decent. Equip them well and watch these suits tear your enemies to ribbons.

RECRUITMENT DIFFICULTY	♥
LOCATION	Abovital Tower, Lodestar Harbour Wilderness, Zoomingale Wilderness
STARTING LEVEL	1
MAXIMUM LEVEL	99
POSSIBLE NAMES	Clank, Dozy, Rusty, Joe

MONSTER PROGRESSION

LEVEL	1	25	50	99
EXP	0	114857	1606076	6793384
MAX HP	60	195	372	645
MAX MP	0	0	0	0
STRENGTH	60	111	161	255
AGILITY	15	69	91	139
RESILIENCE	45	56	68	120
WISDOM	20	47	73	110
LUCK	25	58	80	130

FIGHTING AS...

Simply have a restless armour attack the enemies and watch the damage roll in. The only difficult choices occur during your shopping runs. Restless armour can use a wide range of weapons and armor pieces. Pay for premium gear and you'll get even more out of these creatures. They can last throughout the game and there's never a point at which they stop leveling or improving.



REVAULTING HORSE

Revaulting horses are superior fighters and support monsters. Using single-target heals, Oomph and Insulate, revaulting horses will get your party through many late-stage boss battles. It's possible to replace the Girl (a standard member of your late-game party) with this type of monster. You lose the ability to cast group-attack spells, but you gain a member with healing magic and higher survivability.

RECRUITMENT DIFFICULTY	♥♥
LOCATION	Stairway to Zenithia, Faerie Palace Wilderness (3rd Generation)
STARTING LEVEL	3
MAXIMUM LEVEL	50
POSSIBLE NAMES	Winnie, Trigger, Silver, Dusty

MONSTER PROGRESSION

LEVEL	3	13	25	50
EXP	1370	120805	448504	1359819
MAX HP	122	186	278	410
MAX MP	22	60	100	150
STRENGTH	89	107	130	155
AGILITY	69	80	96	141
RESILIENCE	84	84	86	90
WISDOM	25	34	50	70
LUCK	54	76	119	150

ABILITY LIST

ABILITY	WHEN LEARNED	COST	DESCRIPTION
Midheal	N/A	5 MP	Restores at least 75 HP to a single ally
Burning Breath	5	Free	Paralyses the enemy with a torrid sigh (affects one group)
Holy Protection	9	4 MP	Generates a holy aura that keeps weaker monsters away
Boom	15	8 MP	Engulfs all enemies in a large explosion (deals 52-68 damage)
Oomph	20	6 MP	Doubles the attack power of a single party member
Fullheal	23	7 MP	Restores all HP to a single ally
Insulate	27	3 MP	Protects the party from fire- or ice-based attacks

FIGHTING AS...

Revaulting horses perform well in random encounters and boss battles. For smaller fights, keep them in the front lines and use melee attacks. Have the revaulting horse heal after battle or let a creature in the wagon take care of those duties. For larger fights, begin with Insulate and follow up with Oomph for the heaviest damage dealers in the party. Switch to healing duties afterward or join in the damage festival (depending on how well the fight is going).



ROCKBOMB

Rockbombs have many ways to destroy themselves. They really don't learn much else, nor are they very effective at doing anything else. Unlike most monsters that blow themselves up, rockbombs are good at saving the party instead of just destroying the enemies.

RECRUITMENT DIFFICULTY	♥
LOCATION	Mt Magmageddon, Mt Magmageddon Wilderness, Knightmare Towers
STARTING LEVEL	5
MAXIMUM LEVEL	20
POSSIBLE NAMES	Rocksy, Rockface, Bombcrag, Craig

ABILITY LIST

ABILITY	WHEN LEARNED	COST	DESCRIPTION
Kamikazee	N/A	1 MP	Go out with a bang...and have a blast doing it (kills the caster but deals heavy damage to all enemies)
Focus Strength	5	Free	Focus the fighting spirit to strike with redoubled force on the next attack
Body Slam	10	Free	Sacrifice the self to slam the enemy senseless (affects a single enemy)
Kerplunk	19	All MP	Sacrifice caster's life to resurrect all other party members

MONSTER PROGRESSION

LEVEL	5	7	10	20
EXP	4123	14899	72482	507861
MAX HP	160	176	200	330
MAX MP	4	4	6	10
STRENGTH	60	64	72	110
AGILITY	10	12	15	35
RESILIENCE	16	19	24	45
WISDOM	10	17	28	40
LUCK	27	31	38	50

FIGHTING AS...

Most creatures and characters with Kerplunk are actually quite important; you don't want to have your hero use it except as a last resort. However, you can leave rockbombs in your wagon and break out when a boss fight goes wrong. Use Kerplunk, then shift the KO'd rockbomb out of the group on your next turn. It's a free party resurrection that doesn't even set you back a character!



ROTTEN APPLE

Rotten apples are like a slightly upgraded version of the ticking timeburms. The idea is to keep the rotten apple around until you can sacrifice it in a way that helps your party. Luckily, rotten apples have a couple of abilities that make them more than just Body Slam fodder.

RECRUITMENT DIFFICULTY	♥♥♥
LOCATION	Abovital Tower
STARTING LEVEL	1
MAXIMUM LEVEL	20
POSSIBLE NAMES	Adams, Johnny, Crumble, Scrumpy

MONSTER PROGRESSION

LEVEL	1	5	10	20
EXP	0	1891	5263	51819
MAX HP	90	98	108	168
MAX MP	15	52	67	85
STRENGTH	40	50	62	100
AGILITY	40	49	60	110
RESILIENCE	30	42	78	95
WISDOM	2	10	28	40
LUCK	15	27	38	50

ABILITY LIST

ABILITY	WHEN LEARNED	COST	DESCRIPTION
Spooky Aura	N/A	Free	Emits a mysterious glow that helps spells to find their targets more easily
Body Slam	N/A	Free	Sacrifice the self to slam the enemy senseless (affects a single enemy)
Sap	3	3 MP	Reduces the defence of a single enemy
Woosh	5	2 MP	Slices through a group of enemies with a small whirlwind (deals 8-24 damage)
Paralysis Attack	10	Free	A debilitating attack that stops the enemy in their tracks (damages and paralyzes a single enemy)
Swoosh	15	4 MP	Slices through a group of enemies with a powerful whirlwind (deals 25-55 damage)

FIGHTING AS...

Rotten apples have a few tricks up their sleeves. Their Body Slam is a last resort, but you can do more with them. Combine Spooky Aura with other status-affecting abilities and see what happens. This takes two characters to pull off, so it's not an easy maneuver. Paralysis Attack is not a gimmick; it is actually a powerful move. The rotten apple gets to do some light damage and potentially stop an enemy cold. This is very useful when you're dealing with high-damage or high-defence enemies.



SAMIGINA

Samiginas are demonic creatures that bring a mix of abilities to your party. These monsters have an adequate amount of raw attack power and they mix that with disruptive magic, some damaging spells, and instant death attacks.

ABILITY LIST

ABILITY	WHEN LEARNED	COST	DESCRIPTION
Fizzle	N/A	3 MP	Prevents the enemy from using magic (affects one group)
Spooky Aura	N/A	Free	Emits a mysterious glow that helps spells to find their targets more easily
Whack	6	4 MP	A cursed incantation that sends an enemy to the hereafter
Kasnooze	11	5 MP	Puts a group of enemies to sleep...most of the time
Frizzle	14	4 MP	Burns a single enemy with a large fireball (deals 70-90 damage)
Thwack	20	7 MP	An incantation that sends a group of enemies to the hereafter
Sheen	22	10 MP	Lifts a curse from a single ally
Freezing Blizzard	27	Free	A chafingly chilly breath attack (deals 50-60 damage to all enemies)
Kafrizzle	30	10 MP	Incinerates a single enemy with an enormous fireball (deals 180-200 damage)

FIGHTING AS...

Samiginas are trickier than most creatures. Because they do so many different things, it may be better to use a "specialist" monster unless you have an idea of what you want to do with them. Holding them in the rear line and waiting for large random encounters is the easiest way to use samiginas. Bring them to the front once a large group appears, cast Kasnooze or Thwack to disrupt the enemies (or KO them outright), and then shelve the samigina again until another large fight begins.

RECRUITMENT DIFFICULTY	♥♥
LOCATION	The Riteof Passage (Dungeon and Wilderness), Nightmare Towers, Gotha Path
STARTING LEVEL	4
MAXIMUM LEVEL	50
POSSIBLE NAMES	Sammy, Gami, Gin, Regina

MONSTER PROGRESSION

LEVEL	4	13	25	50
EXP	3474	34200	278629	1502230
MAX HP	107	144	212	410
MAX MP	21	42	66	120
STRENGTH	83	96	126	175
AGILITY	60	67	83	87
RESILIENCE	87	87	88	90
WISDOM	43	57	73	110
LUCK	28	52	77	130



SLIME

Slimes are a very basic monster, but they provide a number of support abilities. Slimes help to get troublesome wandering encounters out of your way, plus their utility spells come in handy when the rest of your group is using its MP on more essential spells.

ABILITY LIST

ABILITY	WHEN LEARNED	COST	DESCRIPTION
Poof	7	1 MP	Makes a group of enemies vanish in a flash of light (no experience granted)
Kabuff	10	3 MP	Raises the defence of all party members
Kasap	15	4 MP	Reduces the defence of a group of enemies
Evac	18	8 MP	Exits instantly from dungeons, caves, and towers
Fuddle	22	5 MP	Sends a group of enemies into a state of confusion
Safe Passage	25	2 MP	Travels with impunity across terrain that would otherwise cause harm
Spooky Aura	45	Free	Emits a mysterious glow that helps spells to find their targets more easily
Meditation	77	Free	Become at one with the self to regain strength (restores 500 HP to the caster)
Scorch	99	Free	A scorching inferno of burning breath (deals 150-170 damage to all enemies)
Zing	30	10 MP	Occasionally resurrects a fallen ally with half HP restored.

FIGHTING AS...

Slimes are effective in the rear of your party. At level 30, slimes gain the ability to resurrect party members. Swing them into battle when you need to resurrect someone, preserving your party's MP for other abilities. You can also rely on slimes to dispatch particularly powerful groups in wandering encounters. Bring the slime into your group at the beginning of the fight and use Poof to get rid of enemies with especially irritating abilities (e.g., turtle-type enemies with very high defence).

RECRUITMENT DIFFICULTY	♥♥♥
LOCATION	Fortuna Wilderness, Whealbrook Cave, King Dominicus's Dominion
STARTING LEVEL	1
MAXIMUM LEVEL	99
POSSIBLE NAMES	Gootrude, Goodith, Goolia, Goozanna

MONSTER PROGRESSION

LEVEL	1	25	50	99
EXP	0	84022	1662032	7169952
MAX HP	8	135	248	511
MAX MP	0	37	72	100
STRENGTH	8	56	103	180
AGILITY	3	90	163	255
RESILIENCE	5	45	66	140
WISDOM	1	31	38	50
LUCK	3	18	37	50



SLIME KNIGHT

Slime knights are easy to recruit and you won't regret having one. These front line warriors deal respectable damage, can heal single targets, and even get a little bit of damage magic. You can take one of these monsters all the way to level 99 and they're worth it!

ABILITY LIST

ABILITY	WHEN LEARNED	COST	DESCRIPTION
Heal	N/A	3 MP	Restores at least 30 HP to a single ally
Drain Magic	N/A	Free	Steals MP from a single enemy (5-11 MP)
Midheal	5	5 MP	Restores at least 75 HP to a single ally
Squelch	9	2 MP	Cures a single ally of the effects of poison
Bang	12	5 MP	Damages all enemies with a small explosion (deals 20-30 damage)
Tingle	18	2 MP	Cures all party members of the effects of paralysis
Fullheal	20	7 MP	Restores all HP to a single ally
Boom	23	8 MP	Engulfs all enemies in a large explosion (deals 52-68 damage)

FIGHTING AS...

Slime knights can go in your wagon, but they're even more fun to have up front. Their ability to wear a wide range of armor helps them survive and they can heal quite well until you reach the later stages of the game (when Multiheals become the lifeblood of boss fights). Even so, the slime knights can act as after-battle healers to allow the Multiheal characters to conserve their MP.

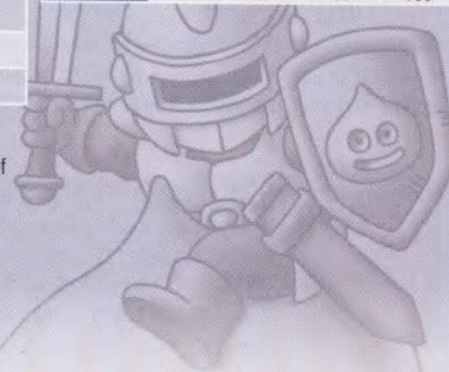
Don't use Bang and Boom too often with your slime knight; it's easier to give one a good weapon and let it do the damage itself. Group damage isn't a slime knight's specialty anyway, although there are a few melee weapons they can equip that can hit multiple enemies.

As with all monsters that have Drain Magic, remember to use the ability often when hampering enemy casters. This is especially nice for slime knights because they use their own magic to heal the party. Thus, you're stealing MP that ultimately is put to good use. During long dungeons or fights with high attrition, few monsters give you this type of reliability.

RECRUITMENT DIFFICULTY	♥♥♥♥
LOCATION	Coburg Wilderness, Coburg Castle Dungeon, Abovitall Tower
STARTING LEVEL	1
MAXIMUM LEVEL	99
POSSIBLE NAMES	Goodian, Slimurai, Hopper, Rideon

MONSTER PROGRESSION

LEVEL	1	25	50	99
EXP	0	114857	1606076	6793384
MAX HP	40	205	336	500
MAX MP	6	76	136	250
STRENGTH	44	81	148	255
AGILITY	20	77	118	180
RESILIENCE	45	56	68	120
WISDOM	20	47	73	110
LUCK	25	58	80	130



SMALL FRY

Small fries are the lowest dragon-type monsters on the totem poll. Don't misjudge them, though, as they're still quite useful. Dragons and their various relatives can do medium-level group damage as often as they want. Free breath attacks allow the monsters to pound large groups every round or deal single-target damage as needed.

ABILITY LIST

ABILITY	WHEN LEARNED	COST	DESCRIPTION
Fire Breath	N/A	Free	A fiery breath attack (deals 6-10 damage to all enemies)
Sweet Breath	5	Free	Lulls the enemy to sleep with a honey-like exhalation (affects one group)
Flame Breath	15	Free	A fiercely fiery breath attack (deals 40-60 damage to all enemies)
Inferno	28	Free	A ferociously fiery breath attack (deals 65-85 damage)

FIGHTING AS...

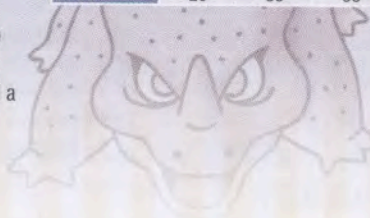
Small fries start off slowly; their Fire Breath isn't particularly strong, so rely on single-target attacks. At level 5, you get Sweet Breath and can start disrupting random encounters by putting some groups to sleep.

At level 15, small fries come into their own. Flame Breath does enough damage to justify heavy use. Groups of two pay for themselves when it is used and groups with three or more targets are absolutely wonderful. Small fries get Inferno very late in their development. You probably won't take a small fry quite that high unless you haven't found a drag-goof by that time, but it's a great ability to have either way.

RECRUITMENT DIFFICULTY	♥♥
LOCATION	Coburg Wilderness (2nd Generation), Coburg Castle Dungeon, Abovitall Tower, Lodestar Harbour Wilderness
STARTING LEVEL	1
MAXIMUM LEVEL	30
POSSIBLE NAMES	Newton, Draniel, Gecko, Fizzer

MONSTER PROGRESSION

LEVEL	1	8	15	30
EXP	0	9531	49568	481427
MAX HP	52	84	120	200
MAX MP	0	0	0	0
STRENGTH	59	69	85	120
AGILITY	25	46	68	95
RESILIENCE	46	48	53	60
WISDOM	5	24	35	50
LUCK	20	39	58	80





SNOWBIRD

Snowbirds are light combat creatures. Although they don't survive as well as heavier combative monsters, snowbirds deal consistent damage against groups and use their MP for healing instead. In the front lines and from the rear, these creatures are a fine choice for most parties.

ABILITY LIST

ABILITY	WHEN LEARNED	COST	DESCRIPTION
Thwack	N/A	7 MP	An incantation that sends a group of enemies to the hereafter
Cool Breath	N/A	Free	A chilly breath attack (deals 13-16 damage)
Freezing Blizzard	N/A	Free	A chafingly chilly breath attack (deals 50-60 damage to all enemies)
Weirdest Dance	15	Free	Lowers the enemy's MP (minus 7-11 MP)
Multiheal	15	18 MP	Restores at least 75 HP to the whole party
C-C-Cold Breath	23	Free	A ch-chokingly ch-ch-chilly breath attack (deals 120-140 damage to all enemies)

FIGHTING AS...

Snowbirds are one of your best allies for KO'ing random groups of enemies. These monsters have amazingly good breath attacks, so they deal damage every turn to multiple targets. Put the snowbirds into the wagon when your group is about to encounter a boss fight. Let the snowbirds come back into the group for individual rounds, have them use Multiheal on your party, and then shelve them again while single-target damage dealers replace them.

RECRUITMENT DIFFICULTY	♥♥
LOCATION	The Mantleplace, Precaria Wilderness
STARTING LEVEL	3
MAXIMUM LEVEL	25
POSSIBLE NAMES	Snowy, Blizzy, Tweetie, Feathers

MONSTER PROGRESSION

LEVEL	3	6	13	25
EXP	2287	57201	261590	807518
MAX HP	166	182	224	306
MAX MP	22	36	61	70
STRENGTH	86	89	108	150
AGILITY	80	83	98	130
RESILIENCE	90	90	97	130
WISDOM	10	14	22	30
LUCK	46	47	51	60



TICKING TIMEBURRM

Timeburrrms aren't a powerful or long-lived species. They are found early in the game and they can't level up very far. Instead of being thought of as a partner in combat, think of them more as an item to use. You bring them to the front line during a tough fight and you use Kamikazee to blow them up.

ABILITY LIST

ABILITY	WHEN LEARNED	COST	DESCRIPTION
Kamikazee	N/A	1 MP	Go out with a bang...and have a blast doing it (kills the caster but deals heavy damage to all enemies)
Body Slam	5	Free	Sacrifice the self to slam the enemy senseless (affects a single enemy)

FIGHTING AS...

Hold the timeburrm in your wagon, wait for a huge fight, then switch the timeburrm into your party for just one round. Hit Kamikazee, do your damage, and then shift the party back to its original configuration.

RECRUITMENT DIFFICULTY	♥♥
LOCATION	The Dwarf's Den, Roundbeck Wilderness (2nd Generation), Whealbrook Wilderness (2nd Generation)
STARTING LEVEL	1
MAXIMUM LEVEL	15
POSSIBLE NAMES	Bomburr, Burmard, Burrtha, Burrrk

MONSTER PROGRESSION

LEVEL	1	4	8	15
EXP	0	932	3601	39797
MAX HP	42	60	74	120
MAX MP	0	0	0	2
STRENGTH	49	55	62	80
AGILITY	15	20	35	60
RESILIENCE	46	50	65	100
WISDOM	10	15	20	40
LUCK	33	33	33	50



WALKING CORPSE

Walking corpses use disabling abilities to weaken prey while the rest of the party mops up. These monsters aren't gifted with higher single- or multi-target damage, but their full range of powers makes them fun to use. Although somewhat capped by their level 30 limit, walking corpses can still reach near end-game levels and remain competitive until you're almost through the game's main story.

ABILITY LIST

ABILITY	WHEN LEARNED	COST	DESCRIPTION
Tongue Lashing	N/A	Free	A slobbery lick to make the enemy cower (causes 1 round of inactivity for a single enemy)
Poison Attack	N/A	Free	An attack laced with hidden poison (affects a single enemy)
Cool Breath	10	Free	A chilly breath attack (deals 13-16 damage to all enemies)
Sultry Dance	15	Free	An infectious step that woos the enemy into tripping the light fantastic too (causes a group of enemies to lose its turn)
Poison Breath	20	Free	Poisons a group of enemies
Venom Mist	25	Free	Envenomates the enemy (deals damage to a single enemy each round)

FIGHTING AS...

Walking corpses won't often make it to your boss fights, but they can be a primary member of the party during dungeons excursions or raising levels in the wilderness. Use their Sultry Dance when trying to disable single powerful creatures. For longer fights or enemies with high defense, try Venom Mist. The heavier the single targets in an area are, the better it is to have a walking corpse. While many creatures have group-affecting powers, walking corpses have strong single-target abilities.

RECRUITMENT DIFFICULTY	♥♥
LOCATION	Whealbrook Cave, Coburg Castle Dungeon
STARTING LEVEL	5
MAXIMUM LEVEL	30
POSSIBLE NAMES	Hork, Lurch, Retch, Hurly

MONSTER PROGRESSION

LEVEL	5	8	15	30
EXP	2021	4265	17850	196698
MAX HP	90	96	150	290
MAX MP	0	0	0	0
STRENGTH	58	62	72	99
AGILITY	10	11	20	35
RESILIENCE	8	12	20	30
WISDOM	10	16	25	50
LUCK	0	0	1	10



WARHOG

With slightly increased health and decent fighting stats, the warhog will provide a lot of utility to your party. Warhogs don't have many abilities or a lot of MP, but their Oomph and Kasap combo is more than enough to keep them in a party.

ABILITY LIST

ABILITY	WHEN LEARNED	COST	DESCRIPTION
Focus Strength	N/A	Free	Focus the fighting spirit to strike with redoubled force on the next attack
Buff	5	2 MP	Raises the defence of a single party member
Oomph	10	6 MP	Doubles the attack power of a single party member
Kasap	15	4 MP	Reduces the defence of a group of enemies

FIGHTING AS...

Warhogs don't have much variety in their actions. Hold them in reserve for larger encounters, use Kasap against enemies (if possible), use Oomph on your best fighters, and then either switch to melee or bring in even heavier monsters to support the group's damage.

RECRUITMENT DIFFICULTY	♥♥
LOCATION	Stairway to Zenithia, The Diggery Pokery, The Mantleplace
STARTING LEVEL	3
MAXIMUM LEVEL	30
POSSIBLE NAMES	Hogarty, Hogan, Hogwart, Boss Hog

MONSTER PROGRESSION

LEVEL	3	8	15	30
EXP	1050	36147	216524	1316774
MAX HP	151	175	222	400
MAX MP	0	11	28	80
STRENGTH	91	94	119	155
AGILITY	78	79	85	103
RESILIENCE	80	80	93	120
WISDOM	35	35	38	50
LUCK	56	57	62	80



WAX MURDERER

Although wax murderers are very cool-looking, their combat utility is highly limited. The foes appear during your run through Uptaten Towers and they're good for getting Frizzle early on the game. This makes wax murderers effective at defeating single targets in the early game, but they never get any of the higher-level fire spells that would keep them effective later in the game.

ABILITY LIST

ABILITY	WHEN LEARNED	COST	DESCRIPTION
Frizz	N/A	2 MP	Singes a single enemy with a small fireball (deals 12-15 damage)
Fire Breath	N/A	Free	A fiery breath attack (deals 6-10 damage to all enemies)
Frizzle	12	4 MP	Burns a single enemy with a large fireball (deals 70-90 damage)
Tick-tock	15	4 MP	Summons night during day and day during night
Flame Breath	20	Free	A fiercely fiery breath attack (deals 40-60 damage to all enemies)

FIGHTING AS...

Get your wax murderer to level 12 and learn Frizzle. At this point, you can hit most targets very hard compared to melee damage dealers and other casters. Use and abuse Frizzle until melee damage and monster HP catches up with it.

RECRUITMENT DIFFICULTY	♥♥
LOCATION	Uptaten Towers
STARTING LEVEL	1
MAXIMUM LEVEL	30
POSSIBLE NAMES	Wicksy, Candy, Waxon, Waxoff

MONSTER PROGRESSION

LEVEL	1	8	15	30
EXP	0	13297	60094	255774
MAX HP	64	116	168	222
MAX MP	10	27	44	66
STRENGTH	62	68	81	100
AGILITY	12	26	40	55
RESILIENCE	36	48	57	64
WISDOM	25	39	53	79
LUCK	42	43	62	75



WIZ PIP

As cute as wiz pips are, they have no place in an active combat party. It's rough enough to have a healer with low MP, but a damage caster lives and dies by its magic and wiz pips never get enough MP to be functional.

ABILITY LIST

ABILITY	WHEN LEARNED	COST	DESCRIPTION
Kaboom	N/A	15 MP	Blasts all enemies with an incredibly violent explosion (deals 120-160 damage)
Frizz	5	2 MP	Singes a single enemy with a small fireball (deals 12-15 damage)
Crack	8	3 MP	Pierces a single enemy with razor-sharp icicles (deals 25-35 damage)
Sap	10	3 MP	Reduces the defence of a single enemy
Kasap	20	4 MP	Reduces the defence of a group of enemies
Frizzle	30	4 MP	Burns a single enemy with a large fireball (deals 70-90 damage)
Kafrizzle	40	10 MP	Incinerates a single enemy with an enormous fireball (deals 180-200 damage)
Puff!	55	18 MP	Transform into a fire-breathing dragon (you lose control of the character but they deal 60+ damage every round to all enemies)

FIGHTING AS...

Wiz pips are fully limited by their MP. If you have unlimited time and seeds of magic, you can make an amazing caster out of them. Going around and blasting single targets with Kafrizzle every round would be fun, especially with a caster that eventually gets such reasonable stats for survivability.

RECRUITMENT DIFFICULTY	♥♥
LOCATION	Faerie Lea Wilderness
STARTING LEVEL	1
MAXIMUM LEVEL	99
POSSIBLE NAMES	Seedy, Peewee, Pipalong, Lime

MONSTER PROGRESSION

LEVEL	1	25	50	99
EXP	0	138414	1722758	7234227
MAX HP	25	152	254	350
MAX MP	0	3	20	50
STRENGTH	18	48	72	125
AGILITY	15	66	102	180
RESILIENCE	17	49	64	130
WISDOM	20	112	200	255
LUCK	25	58	80	130



MONSTER EQUIPMENT TABLES

MONSTER		EQUIPMENT																																	
			archdemon	bad apple	barbatos	battle pip	beastmaster	blizzbody	bomboulder	browie	chimaera	conkerer	conjuror	conkustitor	conkustador	cross eye	cureslime	dracky	drag-goof	Dwight	epipany	landangow	fat rat	flamethrower	fungnoi	ghost	gi-gantes	golem	goody bag	great dragon	great sabrecat	great sabrecub	grudge-rigar		
WEAPONS (ATK)	poison needle	1	-	•	-	-	-	-	•	-	•	-	-	-	-	-	•	-	-	-	-	-	-	-	-	-	-	-	•	-	-	-	•		
	cypress stick	2	•	-	-	-	•	-	-	•	•	•	•	-	-	-	-	-	-	•	-	-	-	-	-	•	•	-	-	-	-	-	-		
	bamboo spear	5	•	-	-	•	-	-	•	-	•	•	•	-	-	-	-	-	-	-	•	-	-	-	-	•	•	-	-	-	-	-	-		
	bone stake	6	-	-	-	-	-	-	-	•	-	-	-	-	-	-	•	-	-	-	-	•	-	-	-	-	-	-	-	•	•	•	-		
	paring knife	6	-	-	-	-	-	•	-	-	-	-	-	-	•	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	•	•	-		
	oaken club	9	•	-	-	•	•	-	•	-	•	-	-	-	•	-	-	-	-	-	-	-	-	-	•	-	-	-	-	-	-	-	-		
	oaken staff	9	-	-	-	-	-	-	-	-	-	-	•	•	-	-	-	-	-	-	•	-	-	-	•	-	-	-	-	-	-	-	-		
	giant mallet	10	•	-	-	•	-	-	•	-	•	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-		
	stone fangs	12	-	•	-	-	-	-	•	-	-	-	-	-	-	-	•	-	-	-	-	-	-	-	-	-	-	-	•	-	•	•	-		
	bronze knife	12	-	-	-	-	-	•	-	-	-	-	-	-	•	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-		
	copper sword	13	-	-	-	-	•	•	-	-	-	-	-	•	-	•	-	-	-	-	-	-	-	•	-	-	-	-	•	-	-	-	-	-	
	boomerang	15	-	-	-	-	•	-	-	-	-	-	-	-	•	•	-	-	-	-	-	-	-	•	-	-	-	-	-	-	-	-	-	-	
	thorn whip	18	-	-	-	-	•	-	-	-	-	-	-	-	•	-	•	-	-	-	-	•	•	•	•	-	-	-	-	-	-	-	-	-	
	iron claw	19	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	•	•	-	-		
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	iron staff	22	-	-	-	-	-	-	-	-	-	•	•	-	-	-	-	-	-	-	•	-	-	-	-	•	-	-	-	-	-	-	-	-	
	poison moth knife	24	-	-	-	-	-	-	-	-	-	•	•	-	-	-	-	•	-	-	•	•	•	-	•	•	-	-	-	-	-	-	-	-	
	edged boomerang	25	-	-	-	-	•	-	-	-	•	-	-	-	-	•	•	•	-	-	•	•	•	•	•	-	-	-	-	-	-	-	-	•	
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DRAGON QUEST

V

Hand of the Heavenly Bride

Written by Michael Lummis & Michael Owen

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